DROPZONE
COMMANDER

1.1

HAWK
WARGAMES

RULES

INTRODUCTION

Dropzone Commander (DzC) is a 10mm scale sci-fi tabletop wargame, devised for mass battles between two or more players.

The rules are based on an alternate activation system, which keeps the action constant and involving. They are designed for fast and dynamic games, and do not rely heavily on pages of reference tables. The rules are also scalable, and will cater for tactical skirmishes as well as titanic clashes of metal and firepower. This is accomplished without sacrificing the character of individual units, and indeed all the colour and eventfulness of battle.

A vast array of war machines will be at your disposal, but this does not belittle the importance of the humble infantryman. The game has been designed around the concept of rapid deployment and redeployment of your forces by airborne dropships and carriers, exemplifying the pace of combat on the battlefields of the future. This makes for a tactical and fast paced experience, where quick thinking and strokes of genius often bring victory.

In this section you'll find the rules to make all this come alive.

WHAT YOU WILL NEED

Aside from at least two enthusiastic players, their armies and plenty of scenery, very little other equipment is needed to play:

1) Dice: DzC is mainly a D6 based game, which means it predominantly uses standard 6 sided dice (and quite a few of them in some cases!) You won't need buckets of them, but at least 10 works well. It's also a good idea to have standard sized dice in a few colours. Occasionally a D3 dice will also be needed, although it's easy enough to simulate these using D6 (1/2 = 1, 3/4 = 2, 5/6 = 3).

2) Tokens or record sheet: How you record things like damage and special effects is up to you. Some players like to use cotton wool to indicate fires for example, while others prefer not to have any abstract items such as tokens sullying their majestic battlefield. For ease of play and simplicity, it's recommended that you use some form of small tokens to mark any damage next to models on the table (tiny dice also work well for this purpose). If you prefer to use flat tokens rather than dice, then you are free to photocopy and print the tokens in the back of this book for your own use.

3) Templates: The game has few templates, although you will need at least one of each. You will find examples of each in the back of this book, which you are free to photocopy and print for your own use.

4) Rulers and measuring devices: All distances in the game are measured in inches. A selection of measuring tools, such as short rulers and long measuring tapes are advised. You will also need a method of measuring straight lines without using a ruler - thin poles or laser pens work well for this purpose.

5) A sense of fun and some imagination - This one goes without saying!

THE ARMY

UNIT TYPES

A single model or infantry base is known as a 'Unit'. There are three basic types of these encountered on the battlefield; infantry, vehicles and aircraft.

Infantry: Infantry are soldiers who fight on foot. They are normally slow, poorly armoured, and extremely vulnerable in the open. However, infantry are highly useful Units and are often essential to victory. They are the only Units in the game that can garrison buildings, which makes them tenacious opposition in urban environments. As such, infantry are normally the only Units which can hold objectives, raid buildings and traverse densely packed urban terrain.

Infantry are usually mechanized in some way (such as riding in armoured personnel carriers) to give them a measure of protection and speed when en-route to their objectives. Certain elite infantry Units are especially deadly to other infantry during the room to room bloodbath of close quarter battle. Infantry are represented by **bases**, with 3-5 individual infantrymen on a base. For game purposes, the whole base is treated as a single Unit, eliminating the need to move fiddly infantry separately.

Vehicles: Vehicles are ground based, armoured Units which represent an army's core fighting force. They can vary from light scout buggies to vast war machines of terrifying proportions. Normally well armoured, they often need to be engaged at closer range due to their employment of countermeasures. They can bring potent firepower to bear against other vehicles and structures, and are best employed where stalwart resistance or brute force is required.

Vehicles are typically the fastest ground based Units in an army, and as such are more flexible than infantry on the ground. However, they are often deployed and relocated into the thick of the action by airborne dropships. The only major threat to large vehicles is that presented by others, although they are often ungainly and vulnerable in the close confines of urban warfare, where many of their advantages against infantry dry up.

Aircraft: Air superiority is often essential to successful operations.

Dropships, carriers and gunships operate in a similar manner to helicopters of the 21st century and are commonplace in most armies. Flights of dropships can be launched with breathtaking speed from low orbit spacecraft, delivering combat troops to hotspots with precision. Without these airborne workhorses, rapid deployment, manoeuvre and redeployment would be impossible. It is often a requirement for an entire attacking army to be deployed from the air, while defenders stand hopelessly outnumbered, praying for deliverance by their own inbound reinforcements.

Gunships can loiter for extended periods over the battlefield, raining death from above in relentless torrents, providing a constant menace to ground troops.

Lightening fast aircraft can be called in to drop ordnance on the enemy or to intercept and destroy enemy aircraft. Fast movers make dazzling strafing runs on enemy positions, and vie for aerial supremacy in deadly duels. Strike aircraft can assail virtually any position at any time, making them a constant threat to ground forces, while fighters ensure that the sky is never safe. However, their linear movement often makes it necessary to fly over enemy air defences, making them vulnerable to well organised ground fire.

UNIT CATEGORIES

In addition to its type, a Unit fits into a category which further describes its battlefield role. The different Unit categories and brief descriptions are as follows:

Command:	Frontline HQ Units with special abilities
Standard:	The core fighting Units in an army, such as main battle tanks
Troops:	Standard battlefield infantry
Scout:	Reconnaissance-oriented Units, such as light vehicles
Heavy:	Highly resilient armoured Units with devastating weaponry
Support:	Specialised Units such as artillery and gunships
Air:	Fast moving fighters and bombers
Exotic:	Elite infantry Units such as special forces
Transport:	A Unit whose primary role is to move other Units

THE CORE STAT SHEET

A Unit/Squad's fighting prowess and abilities are represented by its Core Stat Sheet. A typical example and summary is shown below:

	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
SABRE MAIN BATTLE TANK	10	4"	A	1	37	Vehicle	Standard	3/6/9 standard	N/A

A - ***Armour:*** Represents the resilience of the Unit to damage. Higher numbers represent better protection (on a scale of 1-10).

Mv - ***Movement Speed:*** The maximum distance the Unit may move.

CM - ***Countermeasures:*** The type and potency of the Countermeasures utilized by the Unit (see 'Shooting').

DP - ***Damage Points:*** The maximum points of damage a Unit may sustain before it is destroyed.

Pts - ***Points Cost:*** Most Units in the game cost points to field in your army. Units with a higher points cost will generally be more potent, but you will not be able to field as many.

Type: The type of Unit. Certain special rules apply to certain Unit types (such as when moving through/over scenery).

Category: This defines the Unit's category.

S+C - ***Squad Size and Coherency:*** Each number represents an allowed Squad size (see 'Squads and Battlegroups'). In this case, a Squad may consist of 3, 6 or 9 Sabres. This will sometimes appear as a scale (such as '1-9', allowing anything between 1 and 9 Units). Coherency refers to how far apart Units within a Squad may move (see 'Movement').

CQB ***(Infantry Squads only):*** Represents lethality in close quarter battles (see 'The Battlefield - CQB').

F - ***Fortitude (Infantry Squads only):*** Represents nerve in close quarter battles (see 'The Battlefield - CQB').

LZ - ***Landing Zone (Aircraft only):*** Represents the size of the aircraft (see 'Aircraft - Special Rules').

Special: Any special rules which apply to the Unit. Special rules which are not outlined in the 'Special Rules' section of the rulebook will be described below the Unit's Core Stat Sheet.

In addition to the Core Stat Sheet, most Units which possess an offensive capability will also have a Weapons Stat Sheet - See 'Shooting'.

SQUADS AND BATTLEGROUPS

Units normally operate in groups (generically known as 'Squads') and as part of a larger formation known as a Battlegroup. Your army will usually be made up of several Battlegroups.

A Squad is usually a group of identical Units (and often their transports) which operate as a cohesive whole. The size of a Squad is defined on the Stat Sheet. Units within a Squad move and shoot simultaneously.

A Battlegroup is a collection of Squads which are activated together (see 'The Turn Sequence'). A typical Battlegroup will contain between 1 and 5 Squads. Battlegroups normally consist of complementary Squads which together can fulfil a specific battlefield role. For example, an Armour Battlegroup will contain large numbers of tanks, while a support Battlegroup will contain more specialized Squads. Their compositions are defined by Battlegroup Sheets. A typical example is shown below:

COLONIAL ARMOURED FORMATION			
ARMOUR	SKIRMISH	CLASH	BATTLE
COMMAND	0	0	0-1
STANDARD	1-2	1-2	1-2
SUPPORT	0-1	0-1	0-2
MAX	2	2	3

Numbers in the table represent the number of Squads of a given category that are allowed in a single Battlegroup. Fixed values indicate compulsory numbers of certain Squads, while some categories may allow a range.

The **MAX** value in the category list states the maximum number of Squads allowed in the Battlegroup. This allows flexibility in what a Battlegroup may contain, but prevents a single Battlegroup containing too many Squads.

Note that the potential size of the Battlegroup increases with the size of game chosen (see 'Game Size').

Every Battlegroup has a type. This is used to determine which Battlegroups can be fielded in an army. A brief summary of these types is as follows:

HQ Battlegroups (purple header)

ARMOUR Battlegroups (orange header)

INFANTRY Battlegroups (green header)

SPECIAL Battlegroups (yellow header)

FLEET Battlegroups (blue header)

THE ARMY ROSTER

This is a framework which defines the overall composition of armies. It shows how many Battlegroups of each type are permitted and/ or required in an army for a given game size (see 'Game Size'). Some games will require the use of multiple Army Rosters (see 'Scenarios'), but most will use the Standard Army Roster, which is shown below:

	STANDARD ARMY ROSTER					
	BATTLEGROUP TYPE					
GAME SIZE	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
SKIRMISH	0-1	1	1-2	0-1	0	5
CLASH	1	1-2	1-2	0-2	0-1	6
BATTLE	1	1-2	1-2	0-2	0-1	7

Numbers in the table represent the number of Battlegroups of a given type that are permitted. Fixed values indicate compulsory numbers of certain types, while a range of some types may be allowed. The **MAX** value indicates the maximum total number of Battlegroups allowed in an army for a given Game Size.

Unless otherwise stated, a single Battlegroup may not come to more than 1/3rd of your army's total allowed points cost for Clashes and Battles, and 1/2 for Skirmishes (see 'Preparing for Battle - Game Size'). This does not include the points cost of any Commanders mounted in Units in said Battlegroup (see 'Special Rules - Command').

BUILDING A BATTLEGROUP

Below is a detailed example of a Battlegroup, which illustrates how they are chosen and how they are composed. In this example, the army points limit has been set at 1500pts, which makes this a Clash sized game (see 'Game Size').

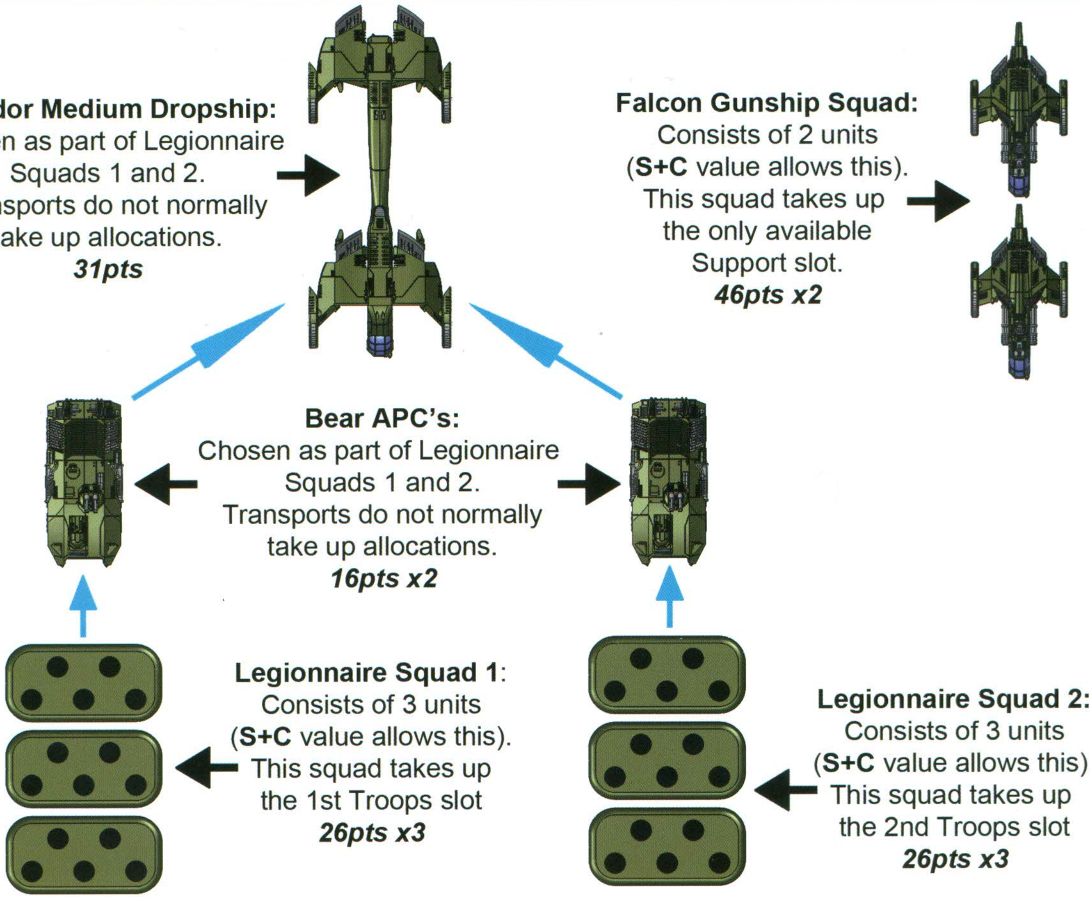
1500pts (Clash) game size selected. This line states the number of each Battlegroup type that is permitted and/or required.

	STANDARD ARMY ROSTER					
	BATTLEGROUP TYPE					
GAME SIZE	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
SKIRMISH	0-1	1	1-2	0-1	0	5
CLASH	1	1-2	1-2	0-2	0-1	6
BATTLE	1	1-2	1-2	0-2	0-1	7

In a Clash sized game, at least 1 infantry Battlegroup must be chosen and up to 2 MAY be chosen. Below is an example of one of these.

In this Battlegroup, for a Clash sized game, 1-3 Troops Squads and 0-1 Support squads may be chosen up to a max of 3 squads in total.

COLONIAL LEGIONNAIRE CORPS			
INFANTRY	SKIRMISH	CLASH	BATTLE
TROOPS	1-2	1-3	1-4
SUPPORT	0	0-1	0-1
MAX	2	3	4



Condor Medium Dropship: Chosen as part of Legionnaire Squads 1 and 2. Transports do not normally take up allocations. ***31pts***

Falcon Gunship Squad: Consists of 2 units (**S+C** value allows this). This squad takes up the only available Support slot. ***46pts x2***

Bear APC's: Chosen as part of Legionnaire Squads 1 and 2. Transports do not normally take up allocations. ***16pts x2***

Legionnaire Squad 1: Consists of 3 units (**S+C** value allows this). This squad takes up the 1st Troops slot ***26pts x3***

Legionnaire Squad 2: Consists of 3 units (**S+C** value allows this). This squad takes up the 2nd Troops slot ***26pts x3***

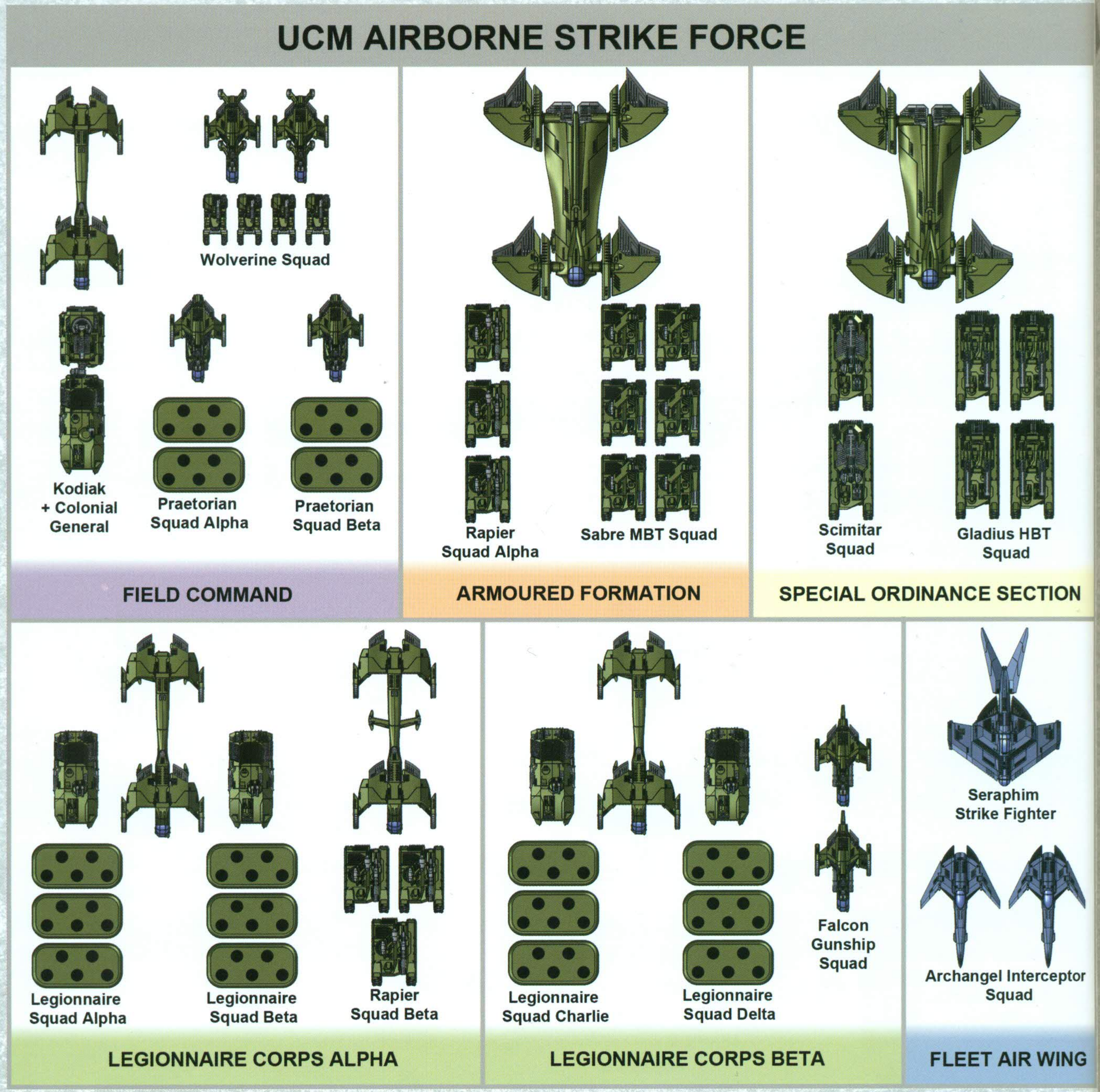
Total Battlegroup points cost is 311pts.

This is allowed as it is less than 1/3rd of this 'Clash' sized game's 1500pts limit.

This Battlegroup contains a total of 3 Squads, so does not exceed the 3 'MAX' limit.

SAMPLE ARMY

Below is an example of a complete large army, which illustrates how Squads, Battlegroups and the Army Roster define organisation. Note that this particular army is 100% air mobile (a common occurrence in a universe where rapid warfare is often key to victory). You'll notice that ground Squads are accompanied by aerial transports, which operate alongside their parent Squad (see 'Special Rules - Transports').


UCM AIRBORNE STRIKE FORCE
Wolverine Squad
Kodiak + Colonial General
Praetorian Squad Alpha
Praetorian Squad Beta
FIELD COMMAND
Rapier Squad Alpha
Sabre MBT Squad
ARMOURED FORMATION
Scimitar Squad
Gladius HBT Squad
SPECIAL ORDINANCE SECTION
Legionnaire Squad Alpha
Legionnaire Squad Beta
Rapier Squad Beta
LEGIONNAIRE CORPS ALPHA
Legionnaire Squad Charlie
Legionnaire Squad Delta
Falcon Gunship Squad
LEGIONNAIRE CORPS BETA
Seraphim Strike Fighter
Archangel Interceptor Squad
FLEET AIR WING

PREPARING FOR BATTLE

GAME SIZE

The rules support games of almost any scale, from small skirmishes to apocalyptic battles. Before you play, you must decide how big the game is going to be by selecting a total allowed points cost which fits into one of these three categories:

1) Skirmish: 500-999 points

2) Clash: 1000-1999 points

3) Battle: 2000- 3000 points

As the game size increases, the number of Battlegroups permitted is capped. This means that larger games will not have many more stages per turn than smaller ones, making it more practical to fight epic engagements.

Playing a larger game also allows for greater use of special Units and rules. If you want to play a truly vast battle, you may use two or more Army Rosters split into these categories (although by using the lowest number of them possible). For example, if you want to play a 6000 point game, you can use two 'Battle' Army Rosters, but not six 'Skirmish' Army Rosters.

SCENARIOS

In addition to defining a game size, you must also choose a scenario. Scenarios define the purpose of the battle/ mission and the conditions for victory. In war, the simple destruction of the enemy is often not the main goal of a particular tactical operation. Perhaps ground must be taken and held at all cost, resources might need to be secured or possibly a key building must be destroyed. In fluid futuristic warfare, many of these objectives are time critical, necessitating rapid deployment, redeployment and extraction of your forces.

A selection of scenarios are provided in this book, and many more will appear in future. You are also encouraged to write your own scenarios and background to particular battles, or even devise a campaign made up of several battles to determine a wider strategic goal - the only limit is your imagination!

Every scenario will outline the following to define the nature of the game:

1) Battlefield layout: An outline of the scenery and battlefield required. This will usually be quite loose, allowing you to play the same scenario in wildly different conditions. However, some will require urban areas or specific features.

2) Number of players: Some scenarios will only work with two sides and will require an even number of players (when there is a clear attacking side and defending side for example). Others will allow any number of players, sometimes all vying against each other.

3) Army Roster: In most scenarios, this section will simply state that the Standard Army Roster should be used. However, certain special scenarios will dictate more unconventional armies, and will be accompanied by a special Army Roster chart which may replace the standard one or be permitted as an alternative.

4) Deployment: Each scenario will define where and how each army may deploy on the battlefield (see 'Deployment').

5) Number of Turns: Games are played out as a number of turns. Each scenario will state how many of these there will be before the game ends.

6) Victory Conditions: Each scenario will state what each player must do to secure victory. This will vary enormously between scenarios and will strongly dictate how the battle is played.

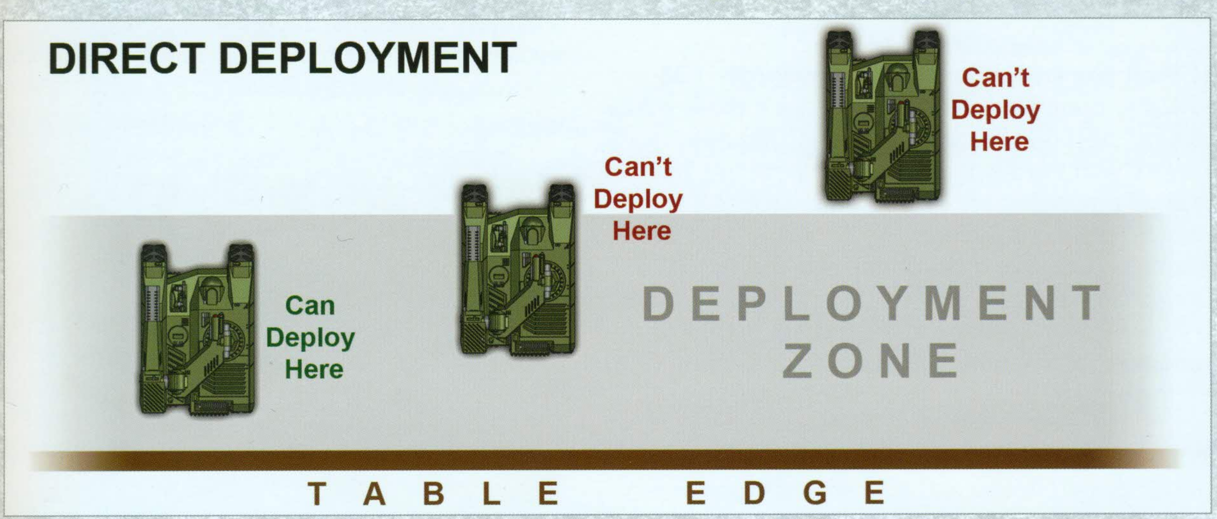
DEPLOYMENT

Before a battle begins, both players must deploy or prepare their armies. Deployment refers to the placing of models on the table. Each Battlegroup/Squad will be allocated one of three deployment methods. Which of these will be used will depend on the scenario:

1) Directly Deployed: Directly Deployed Squads begin the game on the table and completely inside the **Deployment Zone** indicated in the scenario.

Before the game begins, players usually take it in turn to place any Directly Deployed Squads on the table. Unless otherwise stated, roll dice to determine who deploys the first Squad if more than one player has Squads to be Directly Deployed.

Squads must be placed on the table in coherency (see 'Movement') and in terrain on which they can move (see 'The Battlefield' - but in essence this means you can't deploy tanks in the middle of a river!) All Squads within a Directly Deployed Battlegroup must be deployed simultaneously.



2) In Readiness: Squads that are in Readiness are essentially waiting just outside the playing area, and can enter the battlefield when required. An in Readiness Squad can be activated in the same way as a Squad already on the table (see 'Activation'). Once activated, the Squad may be moved onto the table from any friendly table edge indicated in the scenario. Any movement distances are measured from this table edge. Vehicles and Infantry do this at half their **Mv** value, (rounding up to the nearest inch). In Readiness Squads cannot be fired upon in any way until they are on the table.

NB: You can choose not to activate an in Readiness Squad, in which case it will remain in Readiness until the next turn. You can also choose not to Directly Deploy all Squads within a Battlegroup simultaneously, and elect to leave some in Readiness.

3) In Reserve: Squads in Reserve are approaching the battlefield from some distance. As such the timing of their arrival may be unpredictable. An in Reserve Squad cannot be activated and cannot enter the table until it has come out of reserve. To determine whether a Squad can come out of reserve, roll 1D6 on the following table when indicated in the turn sequence:

IN RESERVE TABLE

TURN	1	2	3+
REQUIRED ROLL	6+	4+	2+

If the required value is equalled or beaten, the Squad enters the in Readiness stage.

THE TURN SEQUENCE

A game is played out as a series of turns. The number of turns in a game will usually depend on the scenario chosen. Each turn is split up into several Phases. This section will take you through the sequence of a single turn.

PHASE 1: INITIATION

A new turn always begins with the initiation phase. This phase only occurs once in a turn. The initiation sequence is described below:

1) Roll for Initiative: Each player rolls 1D6 and adds the command value (**CV**) of their most senior commander present on the table (see 'Commanders'). Players with the same score will repeat this until an order of precedence is established. A roll of 6 always wins Initiative, regardless of CV value. Use CV to determine Initiative if more than one player rolls a 6. Dice-off in the event of a tie. The winner may elect to reduce their Initiative to 1 (and act last). For the remainder of the turn, players will take it in turn to complete each stage in order of Initiative.

2) Discard Cards: Each player can now discard any unwanted Command Cards (see 'Command').

3) Draw Cards: Each player can now replenish their Command Cards up to the Command Value (CV) of their most senior commander present on the table (see 'Command').

4) Cleanup: Any effects that result from certain special rules (such CQB's) may be addressed now. Whether this applies will be obvious from the rule(s).

5) Roll for Reserves: Each player (in order of Initiative) may now roll 1D6 for each Battlegroup they have in Reserve, to determine if they can be utilized this turn.

PHASE 2: ACTIVATION

The player with the highest Initiative must now **activate** a Battlegroup. Announce this first to give opponents a chance to react if able. Activating a Battlegroup means that the player can now complete the Actions Phase with this Battlegroup. Once the first player has completed the Actions with this Battlegroup, the player with the second highest Initiative may activate a Battlegroup, and so on until every Battlegroup has been activated. This will usually involve going through the order of Initiative several times. A player with no more Battlegroups left to activate must wait until the other player/s have activated all of theirs.

PHASE 3: ACTIONS

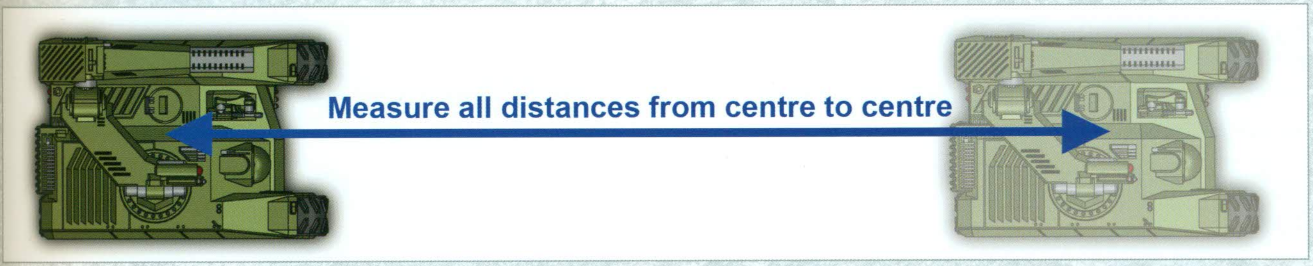
The player must now complete the Actions for each Squad in turn within their active Battlegroup. The order in which each Squad is addressed is up to the player. The Actions are split into two categories; movement and shooting. Each Squad must complete one before starting on the other. For example, a player might choose to move a Squad and then shoot with it. A Squad may also shoot before moving. Neither shooting nor movement may be 'split' in any way e.g. a player may not move their Squad a bit, shoot, and then move it again.

You should announce each Action before completing it, giving your opponents a chance to react if able. Once all the Squads in a Battlegroup have completed their Actions then that Battlegroup's activation is over for this turn, and the next player in order of Initiative must activate a Battlegroup.

ACTIONS - MOVEMENT

Units within a Squad may be moved up to their maximum **Mv** value.

Movement distance must be measured from the centre of the model or base before and after movement (e.g. when moving a tank, use the centre of its hull as a reference). All distances between Units in the game are measured in this manner unless otherwise stated.



Squads must also finish their movement in **coherency**. Coherency refers to how far apart Units within a Squad are permitted to be. The type of coherency allowed for a Squad is stated on its Core Stat Sheet. There are four types of coherency:

1) B2B (Base to Base): The base of each Unit within the Squad must touch the base of another Unit within the Squad (usually applies to infantry Squads).

2) Standard: Units within the Squad may not be more than 3” away from another Unit in the Squad.

3) Wide: Units within the Squad may not be more than 6” away from another Unit in the Squad.

4) Open: There is no restriction on how far apart Units in the Squad may be.

If coherency was disrupted previously (usually due to Units being destroyed), then isolated Units within the Squad must move as far as is necessary to end their move in coherency. If this is not possible within a single round of movement they must move as far as possible towards the Squad. Only separated Units that are in the minority must move (for example, if 2 Units in a Squad of 6 are out of coherency then only they will be forced to move). If exactly half of the Squad is out of coherency with the other, then the player may choose which half must move.

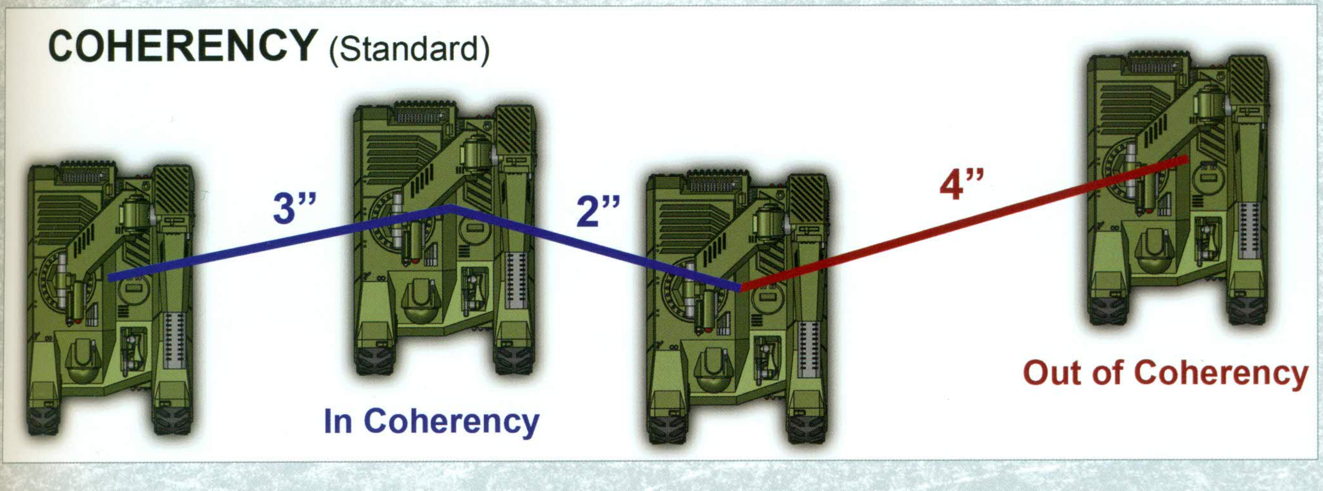
Note that there are no rules of coherency for Battlegroups. Separate Squads within a Battlegroup do not need to stay together.

Movement can be affected by many things (such as scenery). It will be stated when there are any modifiers to movement in other rules (for several examples, see ‘The Battlefield’).

If a Unit is moving around an impassable obstacle, then the real distance the Unit will travel must be measured (either by using a flexible measuring tape or by measuring the move as a sequence of straight lines).

While moving, Units may turn on their axis at no cost to their allowable move distance. However, if a stationary Unit turns on its axis, its movement will count as 1” for the purposes of shooting (this is particularly relevant for artillery style Units, who usually can’t move and shoot - see ‘Shooting’).

How exactly and carefully you measure the movement of each Unit can depend on agreement between players (e.g. in some cases it’s normally acceptable just to measure the lead Unit in a Squad, and then ‘follow up’ with the remainder). This may lead to arguments if done unreasonably, but bear in mind that being too exacting will slow the game down - we’re here to have fun after all!



ACTIONS - SHOOTING

Most Units are equipped with weapons capable of delivering death and destruction to the enemy. The offensive capabilities of a Unit (if it has any) are represented by its Weapons Stat Sheet (shown beneath its Core Stat Sheet). A typical example and summary is shown below:

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
'AVENGER' RAILGUN	10	1	2+	∞	24"	4"	F/S/R	ARTICULATED
HEAVY MACHINEGUN	4	2	3+	48"	12"	4"	F/S	N/A

E - ***Energy:*** Represents the destructive power of the weapon (on a scale of 1-13).

Sh - ***Shots:*** The number of shots a weapon has. Note that this purely simulates the extra killing power of rapid fire weapons and does not always represent how many actual rounds are fired (a machinegun might fire dozens of bullets a second but won't get dozens of shots).

Ac - ***Accuracy:*** Represents the accuracy of the weapon. This is the D6 dice roll value required when rolling to hit (low numbers are better).

R(F) - ***Range (full):*** Represents the maximum effective range of the weapon. Weapons with a range value represented by a ∞ symbol have an essentially infinite range within the confines of games tables. Weapons with a range value of '**CC**' (close combat) require the attacking model to be in physical contact with the target.

R(C) - ***Range (countered):*** Represents the effective range of the weapon against targets which employ active countermeasures.

MF - ***Move and Fire value:*** The maximum distance the Unit may move and still fire the weapon.

Arc - ***Arc of Fire:*** Describes the angles at which the weapon can fire relative to the model's central axis (see 'Arc of Fire').

Special: Any special rules which apply to the weapon. Any special rules which are not outlined in the 'Special Rules' section of the rulebook will be described below the Unit's Weapon Stat Sheet.

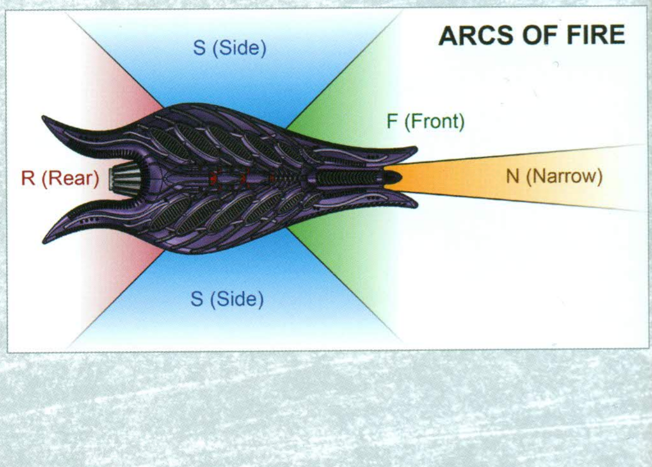
ACTIONS - THE SHOOTING SEQUENCE

A shooting action is always resolved in the following stages:

1) Determine which weapons can shoot: A Unit which moved further than the **MF** value of any of its weapons prior to shooting on this turn cannot fire those weapons this turn. If the player opts to shoot before moving, the Unit cannot now move further on this turn than the lowest **MF** value of any weapon that was fired this turn.

2) Determine legitimate targets: Enemy Units must be within the weapons' **Arc of Fire** and within **Line of Sight** to qualify as legitimate targets:

Arc of Fire: A weapons' arc of fire is represented by its **Arc** value. This will be expressed using the letters; **F**(front) **S**(side) **R**(rear) and **N**(narrow). For example, a weapon with an arc value of F/S may shoot at targets in front of and at the side of the model, whereas a weapon with an arc value of F/S/R has 360° arc of fire. Whether a potential target is within the arc of fire can be determined by aligning the **arcs of fire template** with the central axis of the shooting model. The centre of an enemy model's main body or base must be within the allowed arc/s on the template to be considered a legitimate target for that Unit.



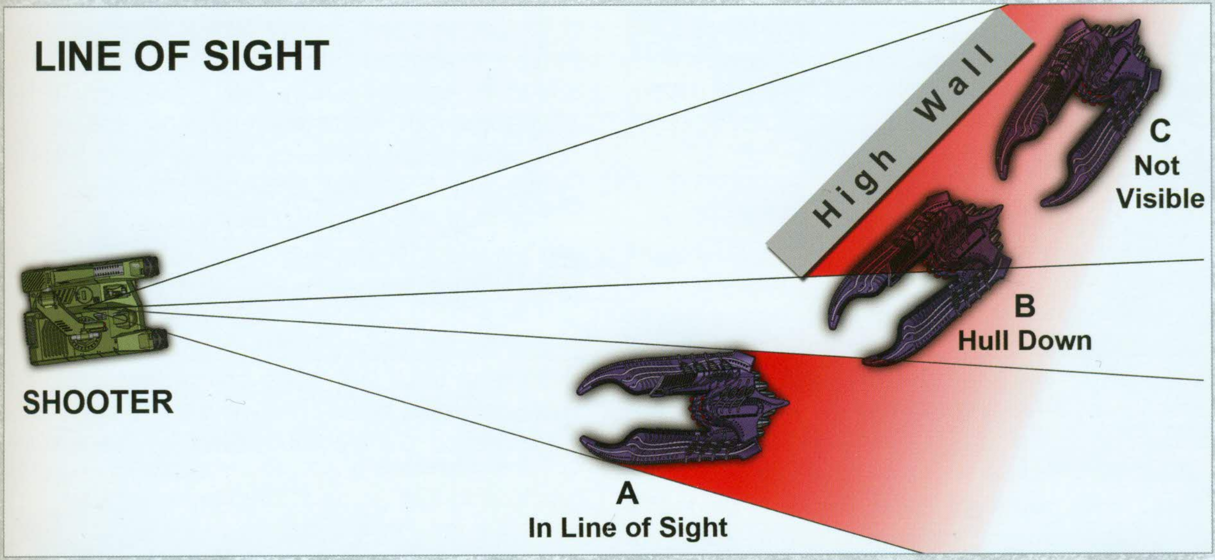
Line of Sight: This refers to whether the shooter can actually see its intended victim. In most cases, a target out of Line of Sight (i.e. a hidden one) cannot be fired upon by that Unit. Line of Sight is measured as a straight line between the centre of the main body or base of the firing model to any visible part of the main body or base of the potential target model. When measuring Line of Sight to or from an aircraft, a point either 6” or 2” above **ground level** (see ‘The Battlefield - Contours’) at the centre of its base is used (see ‘Special rules - Aircraft’).

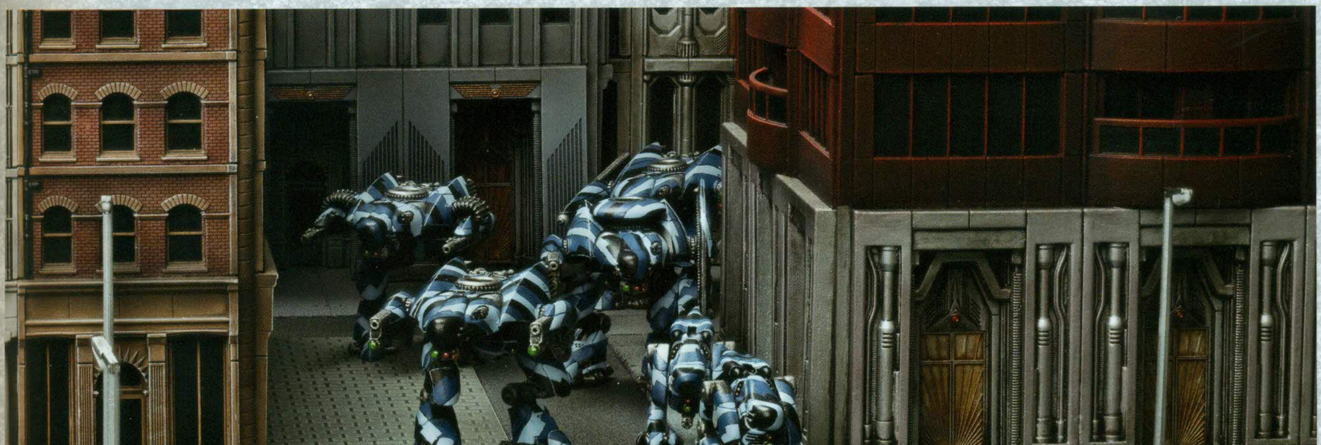
NB: *The term ‘base’ only applies to infantry Units - if vehicles are mounted on bases (at player’s discretion) then the centre of the main body is still used. This is the case whenever the term ‘base’ is used.*

Some types of scenery (usually solid ones such as contours and Structures) will block Line of Sight whereas others (such as light foliage) will not (see ‘The Battlefield’). Vehicles also block Line of Sight, whereas infantry bases and aircraft do not. You may fire through one vehicle in the same Squad as the shooter.

A target vehicle with between 10-50% of its main body in view is considered **Hull Down**. Vehicles with less than 10% in view are out of Line of Sight. Shots against a Hull Down target suffer a +2 penalty to the weapons’ **Ac** value (see ‘Roll to hit’), to a maximum of 6+ (for example, a weapon with a 2+ **Ac** value shooting at a hull down target will now have an **Ac** value of 4+). If the target is an infantry base, its centre must be in view before it can be fired upon (this represents the ability of infantry to hug the terrain and hide just around corners etc). Aircraft in the air cannot be hull down, since a point either 6” or 2” above ground level at the centre of its base is used to determine Line of Sight (preventing confusion with abstractions such as physical flying base height vs. actual altitude etc. - see ‘Aircraft’).

How you measure Line of Sight is up to you. Straight poles and laser pens are commonly used. How precise you are with Line of Sight measurements during games is also up to you. Being diligent will improve game accuracy, but may slow the game down - as with most things, it’s best to take a balanced approach.





3) Measure range: Now you may check which targets are actually in range. Every weapon has two range values, **R(F)** and **R(C)**. Which one to use is determined by any **Countermeasures** the target may be employing, as represented by the **CM** value on its Core Stat Sheet. If the target has a **CM** value of A, then the weapon's **R(C)** value must be used. Otherwise, the weapon's **R(F)** value can be used.

Countermeasures fit into two broad varieties:

Active Countermeasures ('A'): Advanced vehicles of all sizes routinely employ some form of Active Countermeasures. These can detect and destroy or deflect incoming projectiles before they hit their target, either by using a localized energy field, small directed energy beams or physical Munitions. Their effectiveness depends on the speed and point of origin of the incoming projectile, and as such they are less effective against high speed projectiles or shots from close range. They are also totally useless against directed energy weapons (such as lasers). However, they are proof against most physical battlefield weapons given enough time to detect an incoming projectile. They only operate when ordnance is incoming, and as such they have relatively low power consumption. These are usually a suite of different systems but all are represented by a **CM** value of **A**.

Passive Countermeasures ('P'): Passive Countermeasures are considerably more advanced, and normally consist of some sort of energy shield which is permanently active and all encompassing. As such, they will have an effect against ordnance of any speed, from any point of origin. They also seem to be effective against directed energy weapons. Such an advanced shield requires considerable power to maintain over a wide area, and as such are not 100% effective. They are only used routinely by highly advanced alien races. Passive Countermeasures are represented by a **CM** value with the prefix **P**, followed by a D6 dice roll value (e.g. P5+).

Range is measured from the centre of the main body or base of the shooting model to the centre of the target model's main body or base for infantry and vehicles, and to the centre of the flying base at ground level for aircraft.

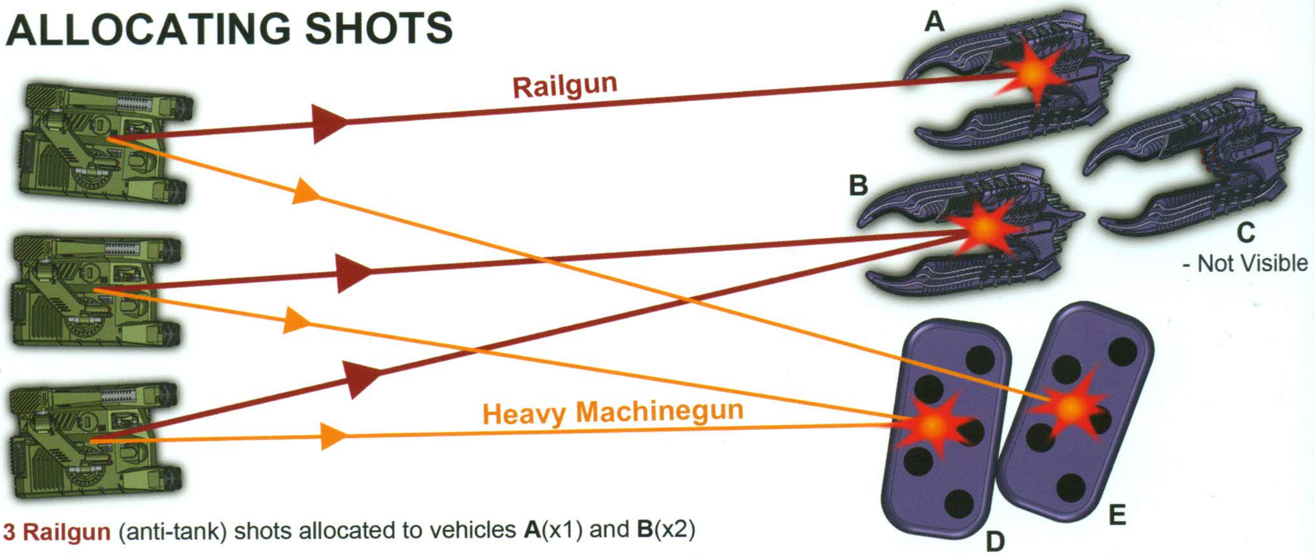
In real gameplay, steps 2 and 3 can be naturally combined to speed things up. They have only been separated here for the sake of clarity.

NB: In the normal rules the pre-measuring of range during shooting is allowed, since it's assumed that most Units carry sophisticated range-finding equipment. However, pre-measuring of range is not allowed at other times (such as when moving), since it could slow the game down and would remove some of the skill needed (i.e. 'how close do I reckon I need to move before I'm in range?'). You may decide not to allow pre-measuring at ANY time with the consent of your opponent/s before the game begins, in which case this step should be completed after step 4.

4) Allocate Shots: Once you have determined which Units are legitimate targets and which are in range, you can select which ones to fire upon. Shots are allocated on a weapon against Unit basis. Separate weapons may fire at different Units, but a weapon with multiple shots must use all of them against a single Unit. It's best to keep track of this by placing dice next to target models to represent allocated shots. Coloured dice are also useful as they can be used to represent Hull Down shots or shots from different weapons.

In reality, it's usually quicker and easier to allocate shots from each Unit while completing steps 2 and 3. This is possible since combining these steps will make no difference to the outcome and may save confusion.

ALLOCATING SHOTS



3 Railgun (anti-tank) shots allocated to vehicles **A**(x1) and **B**(x2)

3 Heavy Machineguns (3 shots each) allocated to infantry bases **D**(x6) and **E**(x3)

5) Roll to hit: The next stage is to roll dice to determine which shots hit their targets. Roll 1D6 for each shot against a target Unit. Any result which equals or beats the weapon's **Ac** value is a hit. If you used dice to mark your shots then this stage will be far simpler. It's also best to mark any successful hits against target models using dice. Shots fired against Structures (see 'Structures') ALWAYS hit on a 2+, regardless of any modifiers.

Any target which utilizes Passive Countermeasures (those with a **CM** value with the prefix P) may now attempt to block the hit. 1D6 may be rolled for every hit it has sustained. If the D6 roll equals or beats their P **CM** value then the hit is discarded. For example, a Unit with a **CM** value of P4+ has sustained 2 hits. The player rolls 2D6 which come out as a 4 and a 6, successfully blocking both hits.

6) Roll to inflict damage: The next stage is to determine if any damage is inflicted. Roll 1D6 for each successful hit. To determine which value is required to inflict damage, refer to the **Energy vs Armour Table** (shown below)

		WEAPON ENERGY (E)												
		1	2	3	4	5	6	7	8	9	10	11	12	13
TARGET ARMOUR (A)	1	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+	2+	2+
	2	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+	2+
	3	✕	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+	2+
	4	✕	✕	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+	2+
	5	✕	✕	✕	6+	5+	4+	3+	2+	2+	2+	2+	2+	2+
	6	✕	✕	✕	✕	6+	5+	4+	3+	2+	2+	2+	2+	2+
	7	✕	✕	✕	✕	✕	6+	5+	4+	3+	2+	2+	2+	2+
	8	✕	✕	✕	✕	✕	✕	6+	5+	4+	3+	2+	2+	2+
	9	✕	✕	✕	✕	✕	✕	✕	6+	5+	4+	3+	2+	2+
	10	✕	✕	✕	✕	✕	✕	✕	✕	6+	5+	4+	3+	2+

If the number rolled equals or beats the required value, then a point of damage is inflicted. If the number rolled beats the required value by 2 or more, then 2 points of damage are inflicted (for example, if a 3+ is required and a 5 or a 6 is rolled, then 2 points of damage are inflicted).

Note that low-energy weapons cannot damage well armoured targets (which make hardened targets like tanks immune to small arms fire). Also note that damage is never a foregone conclusion; an immensely powerful shot might simply graze a target or pass through non essential systems, leaving it mostly intact.

7) Mark any damage inflicted and remove destroyed units: Any damage points inflicted on a Unit should be recorded or indicated next to the model in some way (e.g. by using counters or small dice). If the number of damage points inflicted against a Unit in total equals or exceeds its **Dp** value then it is destroyed. If any special rules relate to its destruction (such as for transports containing other Units) then they should be acted on now. Otherwise the Unit should be removed from the table.

PHASE 4: ROUNDUP

Once all the players have completed the Actions for their Battlegroups the Roundup Phase of the turn begins. This only occurs once in a turn. The Roundup Sequence is described below:

1) Act on any special rules: Any special rules and effects which occur 'during the Roundup Phase' now occur in order of Initiative.

2) Check victory conditions: If the scenario states certain conditions under which the game ends, these should be checked now. If the conditions are met, or if the stated number of turns has elapsed then the game is over. If not, the turn is over.

3) GAME END: When the game is over, the victor is determined by the conditions stated in the scenario.

THE BATTLEFIELD

THE TABLE

DzC should be played on a 4x4 foot rectangular table or larger. Increasing the table size may be more appropriate for larger or longer games. Some scenarios may specify a table size, side to side ratio or area.

SCENERY - GENERAL

Battlefields of the future are hardly ever featureless wastelands, and normally include various kinds of scenery which can strongly affect the game. Indeed, DzC is best played on a table with plenty of scenery, which almost always makes a game more interesting, tactical and varied.

Scenery often affects movement speed, and this effect can be split into three categories:

1) Passable: This terrain can be moved over at normal speed.

2) Tough: This terrain can be moved over/ through with a 50% penalty to the Unit's **Mv** value (rounding down to the nearest inch) if it is crossed in any way by that Unit.

3) Impassable: This terrain cannot be moved over/ through at all.

These terms are used in reference to different types of scenery and how they affect the movement of different types of Unit (e.g. a deep river will be Impassable to infantry and vehicles but will be passable to aircraft).

Some scenery may also provide protection from enemy fire. If scenery has some value as cover, it will be stated as having one of these three effects:

1) Blocks Line of Sight: This terrain cannot normally be fired through. Solid buildings would normally have this effect for example.

2) Body Cover: Provides physical protection behind which infantry can take cover. Any infantry bases directly behind or in it gain +1 to the roll required to inflict damage against them, up to a maximum of 6+. Directly behind is defined as any part of the infantry base being within 1" of the feature, where the feature obscures 50% or more of the infantry base. Body Cover gives no protection to vehicles. A good example of scenery which causes this effect is coarse rubble or low walls.

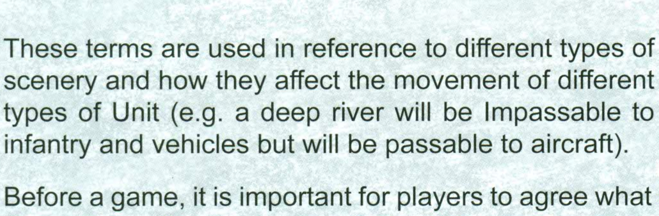
3) Soft Cover: Provides no physical protection, but can obscure a target, making it more difficult to hit. Soft cover can obscure Units behind or in it. Any weapon firing against such an obscured target suffers a +2 modifier to its accuracy (**Ac**) value (to a maximum of 6+).

Before a game, it is important for players to agree what scenery on their battlefield counts as and what affect it will have. This will save arguments later! Types of scenery can be split into four broad classes: **Contours**, **Ground**, **Features** and **Structures**.

CONTOURS

Contours are deformations in the table where it is no longer flat. Hills and mountains would be the best examples of this type of scenery. Contours define **ground level**, and any scenery item that protrudes from them is defined as above ground level. Contours block line of sight. There are 2 types of Contour:

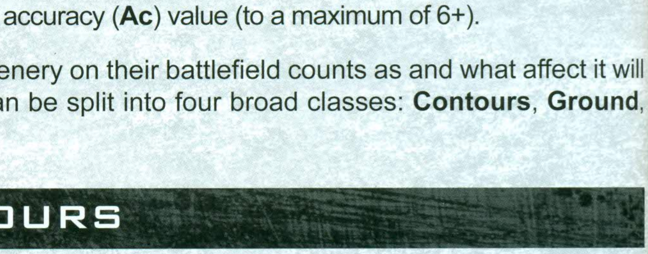
1) Shallow Contours: These are shallow gradient hills and smooth deformations in the land. They are passable to all Unit types.



2) Steep Contours: These are sharp, rocky or sheer deformations in the land such as cliffs, steep mountain sides and large rock piles. Any feature with a gradient greater than 45° counts as impassable to infantry and vehicles.

When building Contours, it's best to be unambiguous about which type is intended. Building steep ones as obviously so, and building shallow ones with flat sections to allow the positioning of miniatures works well.

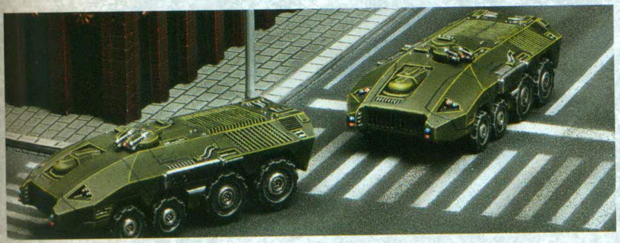
Contours can also incorporate other scenery features, which may provide additional value as cover or further hinder movement.



GROUND

Ground can usually be directly moved over by Units in contact with it (such as wheeled vehicles). It does not block Line of Sight. This type of scenery can best be described as the condition of the surface underfoot. There are four broad types of Ground:

1) Exceptional Ground: An uninterrupted, hard, smooth surface. It is passable to all Unit types. Vehicles moving over Exceptional Ground gain +2" to their **Mv** value if spending their entire move on this Ground (not including moves when inside a transport). This does not apply to skimmers (see 'Special Rules'), who are not in direct contact with the ground. A good example of this type of Ground would be a road or salt flat.



2) Good Ground: The most common type of Ground, being an unexceptional, imperfect but otherwise solid and flat surface. It is passable to all Unit types. Typical examples include grassland, compacted dessert sand, shallow snow and damaged paved areas.

3) Poor Ground: This is Ground which for some reason is difficult to move over. This type of ground is Tough for infantry and vehicles. Good examples of this type would be soft sand, deep snow, marshes, bogs, shallow rivers and uneven surfaces.

4) Barrier Ground: Almost impossible (or highly dangerous) to move over. It is Impassable to infantry and vehicles. Good examples of this type would be deep rivers, lakes or otherwise hazardous ground (such as acid fields, lava flows and quicksand).

When building Ground, it's best to be unambiguous about where the boundaries between different types are. This will save arguments and make working out movement much simpler.

FEATURES

A scenery feature is any kind of shape which protrudes significantly (i.e. by more than 5mm or so) from the general shape of the table and its Contours. Scenery features come in a wide variety of forms. Broadly, they fit into the following categories:

1) Small Features: Small, discontinuous and isolated scenery items which are often included to add character to a battlefield. They block Line of Sight and are Impassable to vehicles, infantry and to aircraft flying at or below the height of the feature (see 'Aircraft'). However, they are usually small enough to be simply driven or fired around, although in a few special cases (such as with tank traps) enough of them can render areas Impassable. Good examples would be lampposts, signs, small wrecked vehicles and lone trees.

2) Insubstantial Area Features: Generally natural features such as long grass and light vegetation. Insubstantial features count as Tough terrain for infantry and are Impassable to aircraft flying at or below the height of the feature. Insubstantial features block Line of Sight to infantry and vehicles when deeper than 6". They also block Line of Sight for aircraft against targets more than 50% inside the feature and if the feature is higher than 1". Insubstantial features provide soft cover for infantry, vehicles and aircraft if fired through or into.

3) Substantial Area Features: These are robust wide area features such as boulder fields and dense woodland. They block Line of Sight to infantry and vehicles when deeper than 4". They also block Line of Sight for aircraft against targets more than 50% inside the feature and if the feature is higher than 1". They are Impassable to vehicles, count as Tough ground for infantry and are Impassable to aircraft flying at or below the height of the feature. They also provide body cover for infantry and soft cover for infantry, vehicles and aircraft if fired through or into.

A low wall, barricade or battlement (i.e. a feature behind which an infantryman may reasonably be able to stand and fire over) also counts as a Substantial Area Feature.

4) Solid Features: These are large, resistant features such as high walls and open ruins. They are Impassable to infantry and vehicles, and are Impassable to aircraft flying at or below the height of the Structure. They also block Line of Sight.

STRUCTURES

A Structure is defined as an enclosed building with a roof. All Structures block line of sight, are Impassable for infantry and vehicles, and are Impassable to aircraft flying at or below the height of the Structure (usually 6", see 'Special Rules - Aircraft'). Structures differ from normal scenery in that they can be garrisoned by infantry and can be destroyed. There is quite an extensive set of rules for Structures, as they are often of central importance.

Structures fall into distinct size categories. This is only a rough guide, but players must agree what category a Structure falls into before a game. Tall and narrow or short and wide Structures may fall outside these descriptions, but will still fit in a category, it's just a case of using these figures as guidelines:

1) Micro Structure: A building with only one floor and a very small footprint such as a hut. These are too small to garrison troops in, but may be destroyed if they are in the way. Their main purpose is usually for adding character.

2) Tiny Structure: Has up to 3 floors and a footprint up to 4 square inches - roughly equates to the size of a suburban house.

3) Small Structure: Has up to 5 floors and a ground footprint up to 15 square inches.

4) Normal Structure: Has up to 7 floors, and has a ground footprint up to 25 square inches.

5) Large Structure: Has up to 10 floors and a ground footprint up to 40 square inches.

Structures have a Stat Sheet in a similar manner to Units. However, to reduce complexity they are amalgamated into the **Structures Stat Sheet**, which is shown below along with a summary:

	STRUCTURE STAT SHEET				
SIZE	A(WEAK)	A(STANDARD)	A(HARDENED)	DP	G
MICRO	4	6	8	2	0
TINY	4	6	8	4	3
SMALL	4	6	8	10	6
NORMAL	N/A	6	8	20	9
LARGE	N/A	6	8	40	12

A *(Weak/Standard/Hardened)* - Armour: Represents the resilience of the Structure to damage (treated in the same way as Unit armour values). Higher numbers represent more solid construction techniques etc (on a scale of 1-10). Each Structure will fall into one of these designations:

- **Weak Build:** Structures constructed using primitive materials such as wood, bamboo or straw. Not the sort of Structure you want to be in if there's armour in town! Note that such weak materials do not support larger buildings.

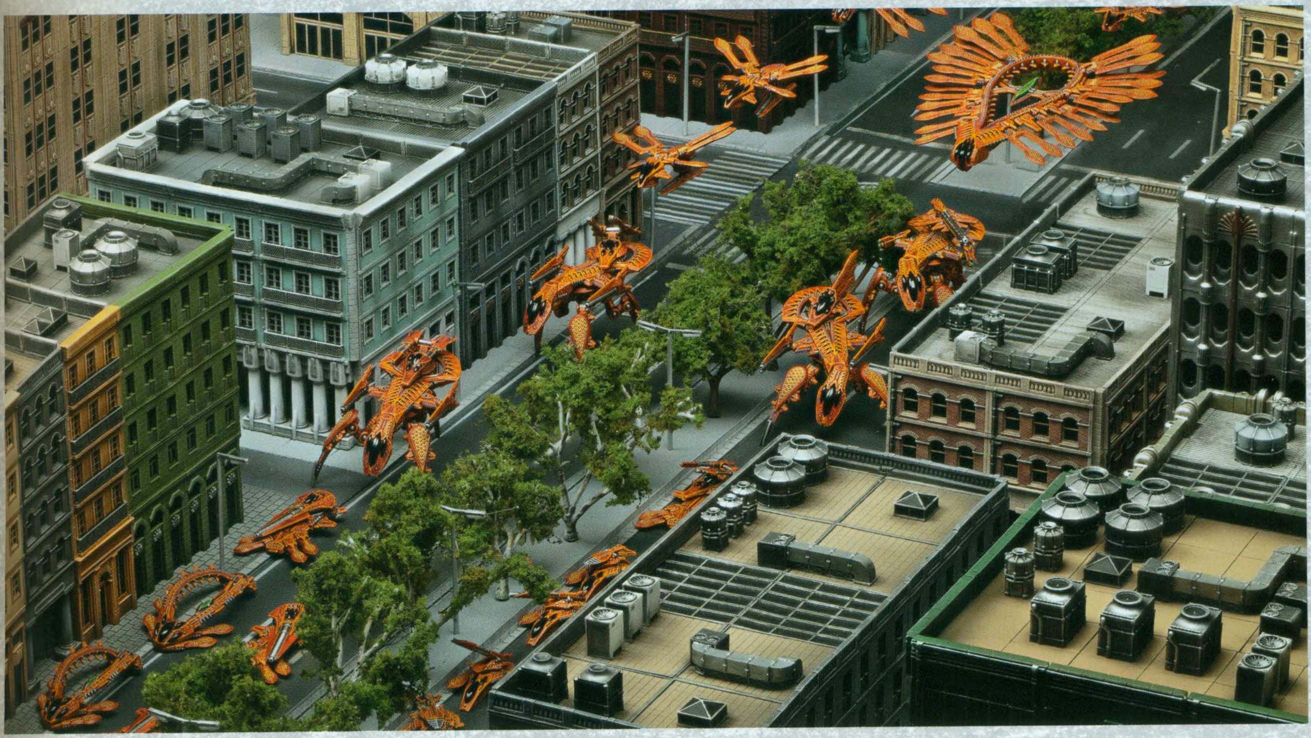
- **Standard Build:** The majority of Structures constructed for normal civil or military use will be relatively resilient and impervious to most small arms fire. Almost every building in a standard urban environment will fit into this category.

- **Hardened Build:** Structures that are heavily reinforced. Such Structures are proof against all but the most powerful weaponry. High value or frontline military buildings such as command HQ's and bunkers will often be hardened.

DP - Damage Points: The maximum points of damage a Structure may sustain before it is destroyed. Treated in the same way as Unit damage points.

G - Garrison Value: The maximum number of infantry bases which may fire from the building (see 'Garrisons').

Destroyed Structures: When a Structure is destroyed during a game, any infantry inside it are killed instantly (or are buried under a pile of rubble and will play no further part in proceedings!). Vehicles and infantry bases within 1" of the Structure are destroyed instantly on a 2+. Infantry or vehicles on the roof are destroyed instantly. The Structure should be removed from the table and replaced with a field of wreckage roughly equal to the footprint of the original building (this is not necessary with micro buildings). This counts as a 1" high solid feature.



GARRISONS

Any Structure with a garrison value (**G**) can be occupied by infantry. Infantry in Structures are usually much less vulnerable than they would be in the open. Structures will often contain key Objectives, and frequently the opportunistic occupation of Structures can mean the difference between victory and defeat. The rules for garrisoning Structures can be split into several sections:

1) Entering a Structure: For a Structure to be garrisoned, infantry must enter it. One infantry base in the Squad must be within 1" of an entrance for the Squad to be eligible to enter (the whole Squad must enter at once). The term 'entrance' refers to doors, windows, roof hatches and skylights. Entering or abandoning a Structure counts as an Embark/ Disembark move (see 'Transports').

Once infantry are inside a Structure, remove them from the table and indicate their presence inside the Structure in some way (with flat topped buildings, it's often best simply to place the models on the roof). Indeed, it's often a good idea to design Structure models this way.

A Structure may contain up to twice its garrison value (**G**) in infantry bases before it is **'full'**, after which no more bases can enter. If there isn't enough room for the whole Squad attempting to enter, then it cannot enter. Infantry garrisoning a Structure cannot shoot or move further (including abandoning the Structure) on the same turn that they enter.

2) Shooting from a Structure: Infantry inside a Structure may fire on targets outside the building from any wall with windows or orifices.

You must allocate which bases inside the building will fire at the beginning of their activation (meaning that they cannot be allocated to fire on the same turn as entering the Structure). These bases can then be allocated to a wall from which to fire from (as long as it has visible windows or orifices). Use tokens or a similar method to indicate this.

Only a number of bases equal to or less than the Structure's **G** value may be allocated to fire from the building in the same turn. You may also choose NOT to allocate bases to fire, in which case they are effectively hiding inside the building. Bases allocated to fire do NOT count as having moved for the purpose of weapon **MF**.

When shooting, any point on the wall of choice with windows or orifices up to the highest covered point (i.e. the top floor) can be used as a point of origin for the weapon's shot/s (this can be a different point for each weapon). This point can be used for the purposes of measuring line of sight, to represent firing from an elevated position. Range is measured from the same point.

Once infantry have fired from a building they can do nothing else in that activation, and must remain allocated to fire from the wall of choice until they are next activated (thus giving the enemy a chance to return fire).

3) Shooting at infantry inside a Structure: If infantry have previously been allocated to fire from a Structure, then they can be fired upon directly from the outside.

Line of sight and range is measured to the nearest visible point on the wall from which the target infantry have been allocated to fire from. This does NOT have to be exactly the same point they may have fired from previously. Shots may be allocated to any base/s that have been allocated to fire from that wall (just like shooting at a Squad in the open).

Infantry inside the Structure count as being in body AND soft cover (since the walls give them physical protection and the darker environment inside the building makes them harder to see). Note that infantry hiding deep inside the building cannot be fired upon directly.

4) Shooting at a Structure whilst garrisoned ('Falling Masonry Damage): If a Structure is damaged, the random chaos of falling masonry, shrapnel and collapses might kill hapless infantry inside. Each time the Structure sustains a damage point, roll a D6. On a roll of 5+ an Energy 6 hit is sustained by a Squad inside the Structure chosen at random. Being in Body Cover is ignored for this roll. Damage is dealt to the most damaged base in the Squad (or at random if equal). If the Structure has been reduced to less than 50% of its original **Dp** before the shots against it are declared, then this 'Falling Masonry' roll becomes a 4+, representing the dilapidated state of the building.

Units with passive countermeasures may now attempt to block the hit/s, otherwise, roll on the **Energy vs Armour Table** to see if damage points are inflicted.

You cannot deliberately target a garrisoned Structure if it contains friendly troops.

5) Abandoning a Structure: There are many prudent reasons to abandon a Structure. Perhaps troops are needed elsewhere, or simply because the building is close to collapse!

Bases within a Squad may be placed up to 2” from any entrance when abandoning a Structure (when they would normally be able to move). The models must be placed back on the table in coherency (the whole Squad must leave simultaneously). If it's impossible for every base to be within 2” of the entrance, then they must be as close as reasonably possible. Note that this entrance can be on the roof.

Infantry may not shoot in the same activation as abandoning a Structure, and count as having moved.

6) Linked Structures: Sometimes, buildings are linked by a walkway or similar Structure. Buildings less than 3” apart may also count as Linked. Squads can transfer from one Structure to a linked adjacent one when they would normally be able to move. Simply transfer them into the new building. The Squad cannot shoot in the same turn as doing this.

7) Simulating Massive Structures: If you want to include massive Structures in games, it's best to do so by using a series of linked smaller Structures. This allows troops to garrison specific areas of a massive building, and allows for certain parts to be destroyed piecemeal. How you build this is limited only by your imagination!

8) Contours and Structures: Structures normally behave in the same way as other features in relation to ground level (i.e. they protrude from it). However, it's possible that you might want to do something unusual, such as build a vast Structure with a roof that covers half the battlefield! In this instance, it's best to agree between players before the game that the roof of such a massive building counts as a Contour in relation to ground level (thus allowing aircraft to operate normally above it).

CQB (CLOSE QUARTER BATTLE)

Shooting at infantry from the outside of a building isn't the only way of dealing with them. Often, it becomes necessary to storm the building with your own infantry and enter the unforgiving world of room to room slaughter. Up close and personal, bloodshed is assured and likely to be high.

Every infantry base has a **CQB** value in its Core Stat Sheet. This represents their training, equipment and lethality in close quarter battle. Having the biggest gun doesn't count for much here. Instead, speed, surprise and aggression (coupled with a few well placed grenades) will be the most effective weapons. A CQB is resolved as follows:

1) Commence: To commence a CQB, the Squad/s which will storm the building must first enter it. This works in exactly the same way as entering an empty Structure. Structures which are full are so packed with enemy troops that they can't be entered. Structures can't be entered from an entrance on a wall from which enemy bases inside the building have been allocated to fire from (it's simply too hazardous to attempt, since all the doors on that wall will be covered!).

The CQB commences in the Cleanup Stage of next turn's Initiation Phase. This means that troops inside the building that are yet to be activated this turn have a chance to shoot from or leave the building before getting involved in the CQB.

2) Define: The player who originally had troops in the Structure is referred to as the **occupier**, and the player who attacks the building is the **aggressor**. Both sides may send in reinforcements during a particularly bloody CQB, but the status of the sides remain the same until the attack is repulsed or until all the occupiers are killed or have abandoned the Structure, in which case the building is captured, and the aggressor becomes the new occupier.

3) Wait for Activation: Once the CQB commences, nothing further happens until the occupier activates their first Battlegroup to include infantry inside the contested building. The aggressor's Units must wait, and do nothing if their parent Battlegroup is activated. In cases where the occupier also has infantry inside the Structure from another Battlegroup, these Units (only) are activated prematurely as well (since they will have to act collectively to try and repel the attack). All the aggressor's Units inside the building are prematurely activated as well. These Units cannot complete any other Actions this turn.

Infantry cannot take part in a CQB on the same turn that they enter the building, although they do count as being in the building during the **Evaluate** step.

Proceed with the CQB at the end of this Battlegroup's activation (i.e. Units from the same Battlegroup outside the contested building may complete their Actions in the usual way).

4) Allocate to Repel: The occupier must now allocate Squads inside the Structure to try and repulse the attackers. The occupier must allocate at least one Squad for every Squad the aggressor has in the Structure, or all of their Squads if outnumbered. Allocated Squads may not shoot or move in any other way this turn, and must move inside the Structure from any windows they may have been firing from.

Units with the **Bloodthirsty** special rule MUST be allocated to repel if able.

Only Squads which are permitted to move may be allocated in this way (i.e. bases which have entered the Structure this turn may not be allocated). Aggressor Squads which have entered the building this turn also do not take part this turn, and it is not necessary to allocate Squads to repel them this turn.

5) Chance to Escape: Whole Squads inside a building where a CQB is occurring, but which do not contain bases allocated to repel the aggressors may now choose to abandon the building, shoot from the building or move to a linked Structure (i.e. 'you guys keep them busy, we're getting out of here!'). Squads may only do this if they are permitted to move this turn (i.e. have not moved already this turn).

6) Fight!: The CQB now enters the **Fight Sequence**. This consists of the following stages:

- Step 1 - Determine Dice Number
The aggressor multiplies the CQB value for each of their Squads by the number of damage points that Squad has remaining in total (rounding up), then adds them together. Squads which have entered the building this turn may not be included. The occupier does the same for all the Squads that were allocated to repulse the attack.

- Step 2 - Distribute Dice
These dice are then evenly distributed between the base/s of the opposing side. If the number does not divide evenly, then the player who's infantry generated them may tip the distribution towards bases of his/her choosing.

- Step 3 - Determine Hits
The dice should now be pooled on a Squad by Squad basis (e.g., if a Squad contains 2 bases, one with 4 dice and another with 5 dice, then the dice are pooled into a single roll of 9 dice against that Squad). The dice are then rolled against the target's A value, in reference to the **CQB Damage Table**:

CQB DAMAGE TABLE

ENEMY ARMOUR (A) VALUE	1	2	3	4
ROLL REQUIRED TO DAMAGE	3+	4+	5+	6+

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Table:

3	4
5+	6+

Any roll which equals or beats the required value inflicts one hit against the target Squad.

Units with Passive Countermeasures may now attempt to block the hits in the same way as shooting hits are usually blocked.

Elite (or simply very agile) troops are particularly adept at surviving the merciless world of room-clearance. Such Units also feature a Dodge Value in the special section of their Core Stat Sheet. Units with a Dodge Value may also attempt to evade the hit/s in the same manner as with Passive Countermeasures. Units with both Passive Countermeasures and a Dodge Value may use both in succession.

- Step 4 - Allocate Damage

Each remaining hit inflicts one damage point to the target Squad. This damage must be allocated to the base which has sustained the most damage previously until it is destroyed, then to the next and so on (this prevents players spreading damage amongst their bases). If multiple bases have the same number of Dp remaining then just pick any, since bases within a Squad are identical. Note that this is fast and usually bloody, similar to most real battles in confined spaces.

- Step 5 - Morale

CQB is often highly distressing for the combatants, as deaths (and often grizzly ones at that!) are witnessed up close and personal.

Once damage has been allocated, any Squad involved in the CQB which has been reduced to less than half its original total Dp (either during the CQB or before it) must immediately take a **Morale Check** to determine if it still has the stomach to remain in the fight.

Infantry have a **Fortitude** value in their Core Stat Sheet, represented by the prefix **F** (e.g. **F4+**). Roll 1D6 for each Squad requiring the test. If this value is equalled or beaten, then the Squad holds its nerve and remains in the fray. This test is passed automatically if all the infantry on the opposing side of the Fight Sequence have been killed (since the victors will be celebrating success!).

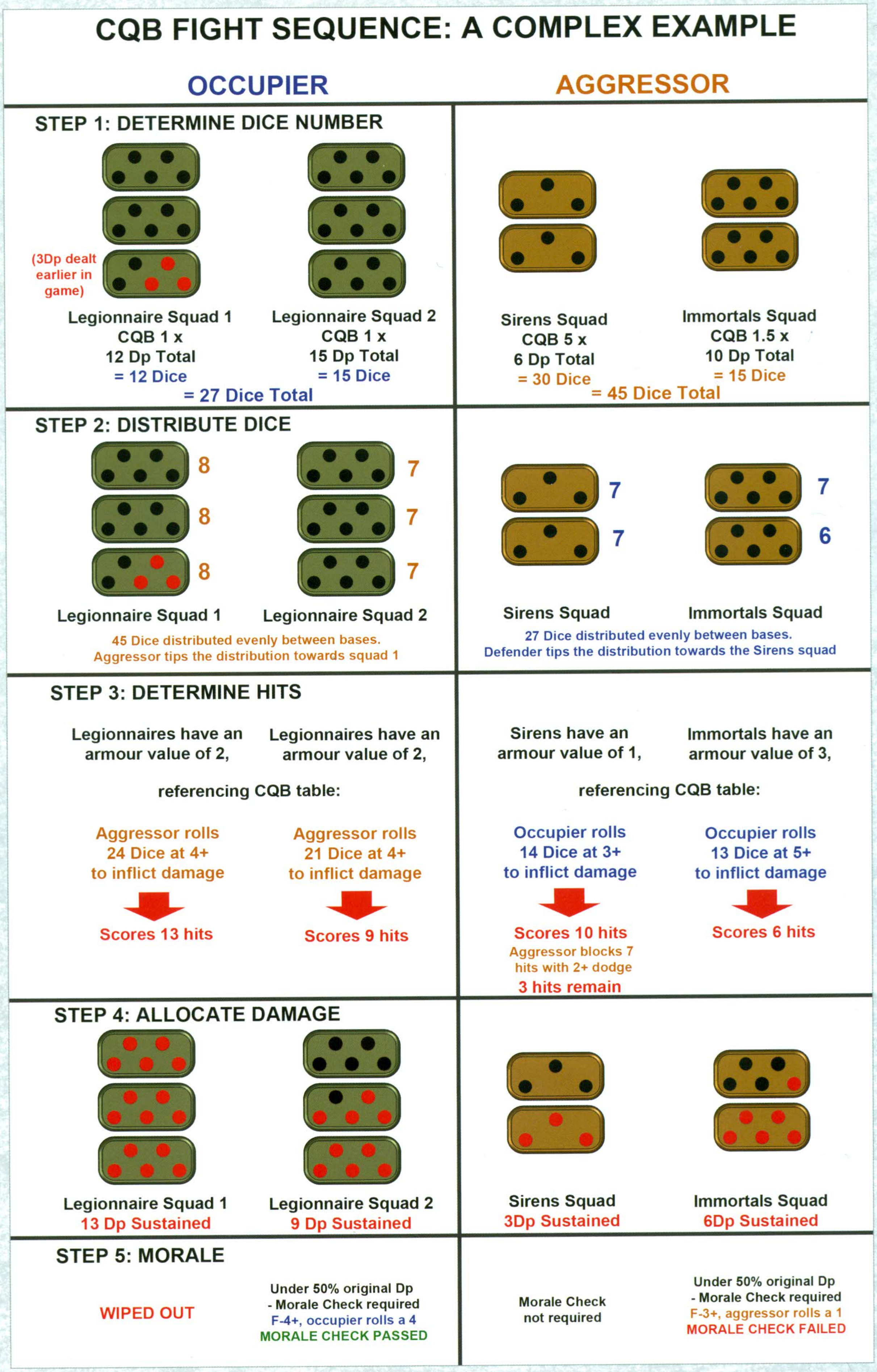
If the test is failed, then the remains of the Squad must immediately vacate the building, either by transferring to an adjacent Structure, embarking directly into transport/s (see 'Transports') or by abandoning the Structure. The Squad must do nothing more this turn, and if it embarks directly into transport/s, the transport/s may not move after it does so (since the infantry will have spent virtually the whole turn fighting!).

If this would result in all the Squads in the Fight Sequence vacating the building, then the Squad with the highest number of remaining damage points stays inside (dice-off in the event of a tie).

7) Evaluate: If there are aggressors and occupants left in the building (even if the ones allocated to repulse the attack have been killed or have fled), then the CQB continues. When the aggressor activates any Battlegroups containing Squads involved in the CQB, those Squads cannot complete any Actions - they already have their hands full! The next round of CQB occurs when the occupier once more activates a Battlegroup with Squad/s involved in the CQB that are permitted to complete actions (i.e. next turn).

Footnote - CQB's with more than two sides: In games with more than 2 players, it's possible for a CQB to feature 3 sides or more. In this event, each player distributes dice evenly between all the other player's bases during Step 2 of the Fight Sequence.

There is always and only one occupier. If the occupier's troops are all killed, the next occupier is the player with the highest total surviving Dp in infantry bases inside the building at the moment the previous occupier is defeated. Dice off for this in the event of a tie.



CQB FIGHT SEQUENCE: A COMPLEX EXAMPLE

	OCCUPIER		AGGRESSOR	
STEP 1: DETERMINE DICE NUMBER	(3Dp dealt earlier in game) Legionnaire Squad 1 CQB 1 x 12 Dp Total = 12 Dice	Legionnaire Squad 2 CQB 1 x 15 Dp Total = 15 Dice	Sirens Squad CQB 5 x 6 Dp Total = 30 Dice	Immortals Squad CQB 1.5 x 10 Dp Total = 15 Dice
	= 27 Dice Total		= 45 Dice Total	
STEP 2: DISTRIBUTE DICE	8 8 8 Legionnaire Squad 1	7 7 7 Legionnaire Squad 2	7 7 Sirens Squad	7 6 Immortals Squad
	45 Dice distributed evenly between bases. Aggressor tips the distribution towards squad 1		27 Dice distributed evenly between bases. Defender tips the distribution towards the Sirens squad	
STEP 3: DETERMINE HITS	Legionnaires have an armour value of 2,	Legionnaires have an armour value of 2,	Sirens have an armour value of 1,	Immortals have an armour value of 3,
	referencing CQB table:		referencing CQB table:	
	Aggressor rolls 24 Dice at 4+ to inflict damage Scores 13 hits	Aggressor rolls 21 Dice at 4+ to inflict damage Scores 9 hits	Occupier rolls 14 Dice at 3+ to inflict damage Scores 10 hits Aggressor blocks 7 hits with 2+ dodge 3 hits remain	Occupier rolls 13 Dice at 5+ to inflict damage Scores 6 hits
STEP 4: ALLOCATE DAMAGE	Legionnaire Squad 1 13 Dp Sustained	Legionnaire Squad 2 9 Dp Sustained	Sirens Squad 3Dp Sustained	Immortals Squad 6Dp Sustained
STEP 5: MORALE	WIPED OUT	Under 50% original Dp - Morale Check required F-4+, occupier rolls a 4 MORALE CHECK PASSED	Morale Check not required	Under 50% original Dp - Morale Check required F-3+, aggressor rolls a 1 MORALE CHECK FAILED

SPECIAL RULES

COMMAND

Armies seldom succeed in battle without a good Commander. In fluid situations, the actions and decisions of frontline leaders (those that are actually present on the battlefield) often separates victory from defeat.

In DzC, Commanders almost always direct their troops from some kind of command vehicle, as an officer wouldn't last long wandering around the battlefield on foot! Within its protected confines, the Commander can survey the battle and give orders using high powered communications equipment. In some cases these are not combat Units themselves, but they always fulfil a vital battlefield role.

Commanders cost points just like any other Unit, but they do not have a Core Stat Sheet. Instead, they have a Commander Stat Sheet, such as the one below:

COLONIAL CAPTAIN	CV	RADIUS	ALLOWED	PTS
	4	18"	C/B	95

CV - (Command Value): Represents the abilities of a Commander (higher numbers are better). This affects many things, such as the roll for Initiative.

Radius: Shows their maximum **Sphere of Influence** for certain abilities.

Allowed: Defines what sized engagement they can be chosen to participate in. In this case, a Colonial Lieutenant can be taken for a Clash or Battle, but not a Skirmish (an action too small to usually merit his/her presence).

Pts: How many points it costs to field this commander. A player may field as many commanders as they like.

There are several special rules relating to commanders:

1) Command Units: A commander must usually be **mounted** inside a suitable command vehicle or aircraft. A command Unit will have 'Command' in the 'Category' segment of its Core Stat Sheet. Before the battle, allocate which Commanders are in which command Units. Each command Unit can only contain one Commander.

A Commander may be also be mounted in a non-command vehicle or aircraft Unit, but will suffer a 50% reduction in his/her Radius value, since this Unit has not been specifically designed for a command role.

The Commander cannot leave this Unit during the course of the battle, and if it is destroyed, he/she is assumed to have been killed (or in any case cannot play a further meaningful part in the battle).

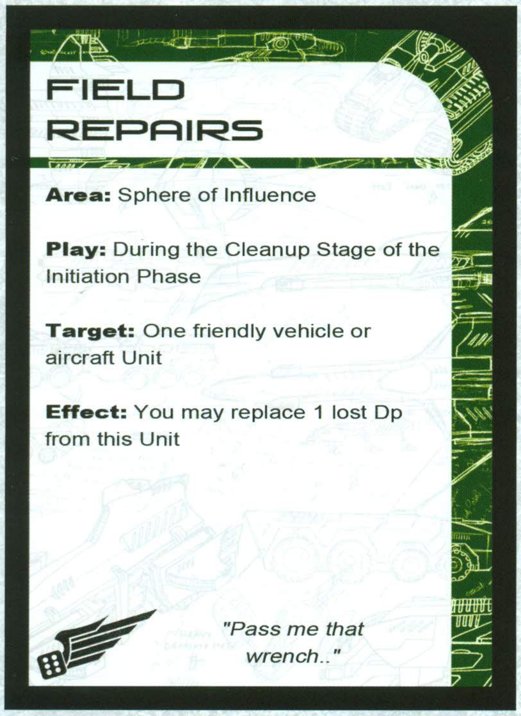
2) Command Cards: Command Cards represent the specific actions and decisions made by the Commander. Each card will state when it can be played and what its effects are. Command Cards add flavour and an additional tactical layer to games. However, games may be played without Command Cards with the agreement of all players. Each race has a distinct Command Card deck which may not be altered in any way, unless specified in the rules. This deck must be shuffled before the game begins.

Players may play as many cards as they like during a turn until they run out. A player can draw cards up to a hand size equal to the Command Value (**CV**) of their most senior Commander on the table in the each Initiation Phase. As such, Commanders in Reserve or in Readiness cannot take charge until they are physically on the battlefield.

If the most senior Commander present is killed, the player must immediately discard card/s of their choice down to a number equal to the **CV** of the new most senior Commander and so on. As such, it's often a good idea to have several Commanders to provide a chain of command/ level of redundancy should any be killed. If there are no Commanders present, the player may use a **CV** of **1**, and as such may hold 1 card.

When a card is played or discarded for any reason, it should be placed face-up in a discard pile, visible to all players. If a player runs out of cards in their deck, this discard pile should be turned face-down and shuffled into a new deck to draw from.

A typical Command Card is set out as follows:



FIELD REPAIRS

Area: Sphere of Influence

Play: During the Cleanup Stage of the Initiation Phase

Target: One friendly vehicle or aircraft Unit

Effect: You may replace 1 lost Dp from this Unit

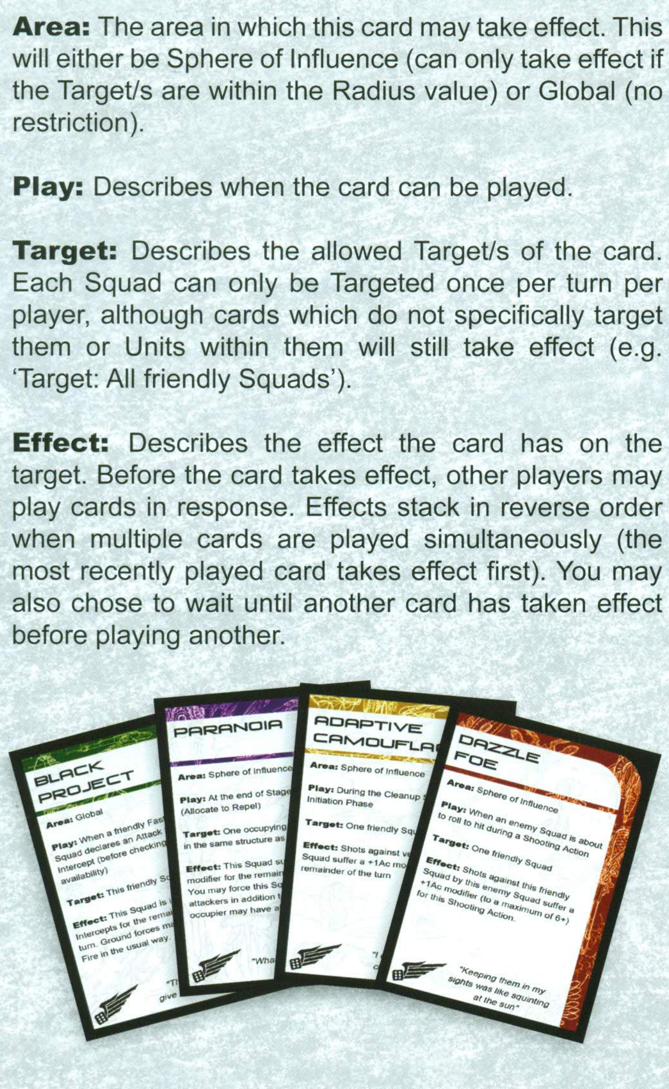
"Pass me that wrench.."

Area: The area in which this card may take effect. This will either be Sphere of Influence (can only take effect if the Target/s are within the Radius value) or Global (no restriction).

Play: Describes when the card can be played.

Target: Describes the allowed Target/s of the card. Each Squad can only be Targeted once per turn per player, although cards which do not specifically target them or Units within them will still take effect (e.g. 'Target: All friendly Squads').

Effect: Describes the effect the card has on the target. Before the card takes effect, other players may play cards in response. Effects stack in reverse order when multiple cards are played simultaneously (the most recently played card takes effect first). You may also chose to wait until another card has taken effect before playing another.


BLACK PROJECT
PARANOIA
ADAPTIVE CAMOUFLA
DAZZLE FOE
Area: Sphere of Influence
Play: When an enemy Squad is about to roll to hit during a Shooting Action
Target: One friendly Squad
Effect: Shots against this friendly Squad by this enemy Squad suffer a +1Ac modifier (to a maximum of 6+) for this Shooting Action.
"Keeping them in my sights was like squinting at the sun"

3) Sphere of Influence: Every commander has a **Radius** value, which represents the area surrounding the Commander in which certain command cards can take effect. Use the Radius value of the highest ranking commander on the table whenever determining this (even if it's being measured from a command vehicle with a lower ranking Commander inside - the subordinate is simply relaying orders!). If a Unit containing a Commander is inside a transport then Sphere of Influence may be measured from it instead.

Scout Units also serve as command and control relays. As such, the Sphere of Influence can also be measured from any friendly scout Unit.

The Target(s) of the Command Card must be within the Sphere of Influence for the card to take effect (pre-measuring is normally not allowed). A Squad is considered within Sphere of Influence if a single Unit in that Squad is inside the Radius. Squads inside Structures are considered inside the Sphere of Influence if any part of the Structure is within the Radius value.

4) Shooting at Commanders in Squads: If a Commander is mounted in a vehicle which is part of a Squad then the controlling player may chose to re-allocate shots to other Units in the Squad which are also in range of and in equal or better line of sight to the shooter (i.e. both in full view, hull-down target re-allocated to full view target or both hull-down), providing the distribution is even. This represents members of a Squad supporting and covering their Commander.

For example, a Squad of 2 tanks fires on a Squad of 3 vehicles, one containing a Commander. The attacker allocates both shots to the vehicle containing the Commander, then the owner may allocate the 2 shots to the other 2 vehicles, providing they are both in range and equal line of sight, but may not allocate both shots to a single other vehicle. If there were 4 shots for example, the vehicle containing the Commander would have to be allocated at least one shot.

5) Famous Commanders: Some Commanders have risen to legendary status, becoming household names, and are often held in fear, awe or infamy. These mighty individuals may occasionally be featured in battles. Famous Commanders may have several special abilities, and may even change the Army Roster to suit the unique fighting style for which they are famous. Before a battle, all players must agree to the use of Famous Commanders before they can be chosen. Rules for these will be available as special online downloads.

SPECIAL WEAPONS

There are several types of special weapon classes in the game:

ANTI-AIRCRAFT (AA) WEAPONS

These are weapons specifically designed to shoot down aircraft. They can be fired against ground targets in the usual way. They are the only weapons which may be fired against aircraft in the air, and may do so in one of two ways:

Normally: An AA weapon may be fired against aircraft in range during the time in which it may normally shoot.

Reaction Fire: AA weapons are mounted on high speed traversable mounts, and are designed to successfully hit incoming airborne targets. When an opponent moves or shoots with an aircraft, any Unit equipped with AA weapon/s may be specially activated to attempt to shoot it down. This Unit may be activated here in addition to its normal activation (although only for a Shooting Action and only if it would normally be able to fire, e.g. not on the same turn as Disembarking from a transport).

A weapon may not Reaction Fire if it has already fired or if the Unit on which it is mounted has moved over the weapon's maximum Move and Fire (**MF**) distance in the same turn. Once a weapon has been Reaction Fired, it cannot fire again if activated later in the same turn, and the Unit on which it is mounted cannot move further than the maximum **MF** distance of the weapon used.

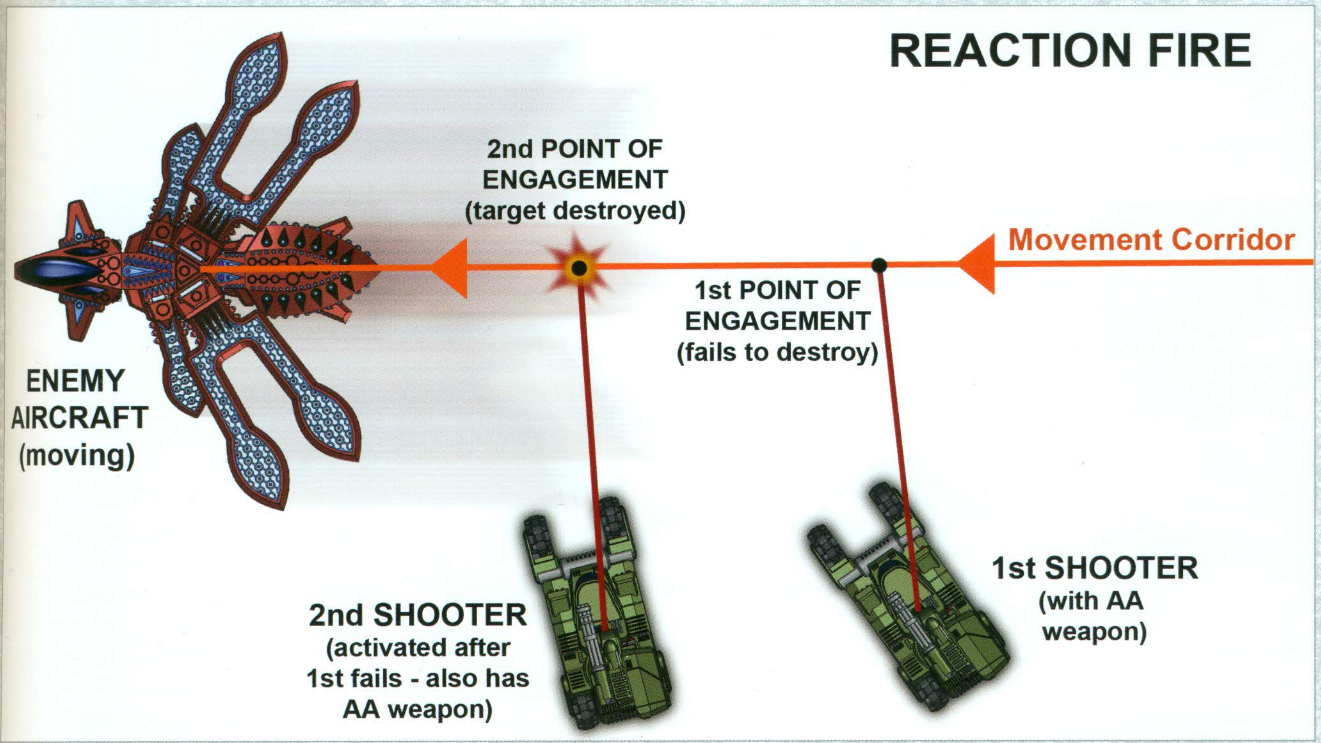
Line of Sight and range can be measured from any point along the aircraft's **Movement Corridor** (the path along which the aircraft has just moved). The point chosen is referred to as the **Point of Engagement**. Complete the Shooting Sequence against this point as you normally would.

Pre-measuring range before deciding whether to Reaction Fire and before allocating the Point of Engagement is NOT allowed (there's no time to use rangefinders!). If a Unit is chosen to do so and proves to be out of range, Line of Sight or Arc of Fire, then its shots fail to hit automatically.

If the aircraft's damage points are reduced to zero as a result of the shot(s), then it is destroyed over the Point of Engagement.

If the aircraft is not destroyed, then another Unit equipped with AA weapons may be activated as above. However, only a point further along the aircraft's movement corridor than the previous Point of Engagement may be chosen as the new Point of Engagement.

A Reaction Fire shot is by its very nature somewhat less accurate than a well considered one, and as such the weapon will suffer a +2 penalty to its accuracy (**Ac**) rating. This is the only way in which a Fast Mover may be shot at (since they move on and off the table in one go), and reflects the fact that they move very fast and are always difficult to hit, even for AA weapons.

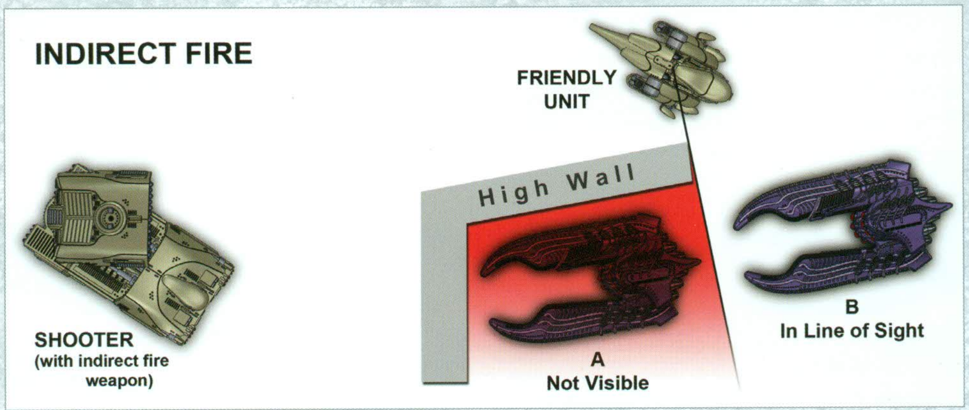

REACTION FIRE
2nd POINT OF ENGAGEMENT (target destroyed)
Movement Corridor
1st POINT OF ENGAGEMENT (fails to destroy)
ENEMY AIRCRAFT (moving)
2nd SHOOTER (activated after 1st fails - also has AA weapon)
1st SHOOTER (with AA weapon)

INDIRECT FIRE WEAPONS (IF)

These are usually artillery weapons which may fire over scenery in some way. Indirect Fire weapons may fire over scenery which normally blocks line of sight. However, doing so is somewhat less accurate than shooting at a visible target, and as such the weapon suffers a +2 penalty to its accuracy rating.

Also, the Unit equipped with an Indirect Fire weapon needs to have awareness of where the target is, and as such will need a forward observer to direct its fire.

It may only fire if the target Unit is in line of sight of ANY other friendly Unit (it's assumed that pretty much everything carries some kind of comms gear). If the friendly Unit is a Scout (shown in the 'Category' section of its Core Stat Sheet) then the +2 penalty for accuracy is ignored, representing the superior comms and scanners of scout Units.



AREA WEAPONS (AREA-X)

These weapons create havoc over a wide area. Explosions, fireballs, fragmentation and cluster weapons all fall into this category. All blast weapons use some kind of area template. Which template to use will be indicated in the 'Special' section of the Weapon Stat Sheet (e.g. it may state 'Area-L', which means use the large blast template).

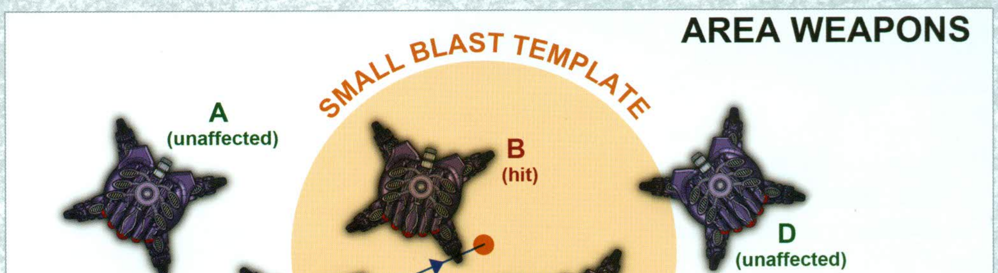
Roll to hit with Area weapons against a designated target in the usual way. If the weapon hits, the centre of the blast template may be positioned over any part of the main body or base of the target Unit. However, if the shot misses, then the blast will deviate from the centre of the main body or base of its target by the difference between the required roll to hit and what was actually rolled (in inches). If the roll to hit was a 1, then the shot is ignored entirely (as a misfire or woefully poor shot!).

Determine the direction in which the shot deviates by using a spinner or other direction determining device.

If any part of a vehicle or infantry base's main body or base is under the template, then a hit is inflicted at the E value of the weapon (as usual). Area weapons are particularly devastating against infantry. If the centre of an infantry base is under the template, then D6 hits are inflicted on that base. Body cover has no effect against Area weapons.

If an Area weapon is fired against an infantry base inside a Structure, a successful hit will result in 2D6 hits to that base, ignoring body cover (representing the devastating effect of an explosion in a confined space). A miss counts as a direct hit against the building itself, unless a 1 was rolled, in which case the shot will have no further effect.

When a direct hit is inflicted by an Area weapon against a structure (such as when targetting the building itself), do not place a blast template. Instead, the weapon gains 'Demolisher-2' if it does not have a Demolisher value or double the weapon's existing Demolisher value.


AREA WEAPONS
SMALL BLAST TEMPLATE
A (unaffected)
B (hit)
D (unaffected)
1"
DEVIATION (direction determined by spinner)
TARGET (hit)
C (hit)
In this case, the roll to hit TARGET failed by 1, so the blast deviates by 1"

REDUCE WEAPONS (RW-X)

These are weapons whose number of shots reduce as its parent Unit takes damage points. These weapons are usually featured in infantry bases, where casualties in the Unit are reflected by a loss of shots. A Reduce weapon will have **RW** followed by a number (e.g. **RW-1**) in the 'Special' section of the Weapon Stat Sheet. The number of shots the weapon may fire is as follows:

Shots = original Sh value - (Dp lost x RW value)

For example, an infantry base is armed with assault rifles, with an original Sh value of 5. The base has taken 3 damage points and has a RW of 1. It may now fire 5 - (3x1) = 2 shots.

ALTERNATE FIRE WEAPONS (ALT-X)

Some weapons have multiple fire modes. Perhaps a concentrated or wide energy beam may be fired from the same weapon for example. A weapon with Alternate Fire modes is represented by 2 or more entries on the Weapons Stat Sheet, with **Alt** followed by a number (such as **Alt-1**) in the 'Special' section. Only one weapon with the same **Alt** number on the Weapons Stat Sheet may be fired by the same Unit each turn.

LIMITED WEAPONS (L-X)

Some weapons may only be fired a finite number of times before they run out of ammunition. Most battlefield weapons feature such limitations, but for game purposes this rule is only featured on weapons with very few available rounds/missiles. A weapon with limited ammunition is represented by **L**, followed by a number (e.g. L-4) in the 'Special' section. The weapon may only be fired as many times as the number states in a single game.

ARTICULATED MOUNT (ARTICULATED)

Some vehicles (most notably UCM battle tanks) feature folding turrets which have been designed to fire over low obstructions, improving visibility while simultaneously protecting the vehicle's hull. Line of sight may be measured from a point 1" above the hull when firing a weapon on an articulated mount. Once it has done so, enemy Units may opt to fire on a Unit with such a weapon using this point until the Unit is next activated, in which case the vehicle automatically counts as Hull Down.

FLAME WEAPONS (FLAME)

Flame weapons have been seen on battlefield for millennia. In the far future, their primary use is for expunging well dug-in infantry from buildings. Flame weapons may directly target infantry inside a building even if they have not been allocated to fire from it. They also ignore Soft and Body Cover. They may not target infantry involved in a CQB, or infantry inside a building which contains your own troops.

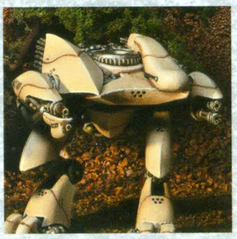
SMALL ARMS (SA-X)

The effect of a hail of bullets from a large group of infantry armed with assault weapons can potentially be a threat to aircraft at short ranges - there's always a chance that a weak spot in an aircraft's light armour can be found! A Small Arms weapon may replace all of its normal shots with a single AA shot at a range of 6" using the weapon's normal Ac value, when firing at aircraft only. The Energy value of this shot is equal to the number after the **SA** entry (eg **SA-6**). This rule has no effect if the infantry base using the weapon is reduced to less than half its original **Dp**.

SHAPED CHARGE (SC)

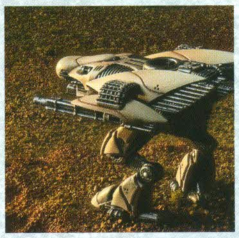
Shaped Charge weapons (most commonly rockets) utilise the Munroe effect to channel the energy of a detonation, greatly increasing the potential penetrative power of the warhead. This allows the weapon it to inflict damage out of proportion to its power, given a hit in the right area and at the right angle. A Shaped Charge shot will always cause 1 point of damage on a roll of 6+ if it would not normally be powerful enough to inflict damage (roll to hit first as usual). Other weapons which rely on an extremely accurate hit (such as anti-materiel rifles) will also use the Shaped Charge rule.

CO-AXIAL WEAPONS (CA-X)



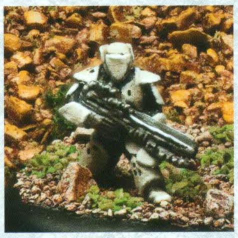
Some weapons are mounted on the same fixed axis as another, and so must fire in the same general direction. A Co-Axial weapon will be represented by 2 or more entries on the Weapons Stat Sheet, with **CA** followed by a number (such as **CA-1**) in the 'Special' section. Weapons with the same CA number must fire in the same Firing Arc when firing in the same turn (i.e. if both may fire F/S/R, then if one fires in the F arc, both must do so).

DEMOLITION WEAPONS (DEMOLISHER-X)



These are weapons designed specifically to flatten buildings, and normally feature explosive warheads which detonate after penetration. Demolition weapons are represented by an entry on the Weapons Stat Sheet with **Demolisher** followed by a number (such as **Demolisher-2**) in the 'Special' section. This weapon does the normal number of damage points times this number against Structures. This number may be a dice roll or combination (such as D6 or D3+1), adding a random element to the devastation.

SNIPER WEAPONS (SNIPER)



These are extremely accurate and high powered anti-infantry weapons, designed for headshots at long range. Sniper weapons ignore Soft Cover and Body Cover. Sniper weapons can only inflict a maximum of one point of damage per shot (it's one shot one kill after all!).

CLOSE COMBAT (CC)

There are no specific close combat rules in DzC, since fighting with swords is not a major feature in wars where advanced ranged weaponry is commonplace! The closest real equivalent to close combat is CQB (where blades, clubs and teeth may indeed be utilized), which has already been covered. Close combat on the open battlefield is a rare occurrence, and is absorbed in the normal shooting rules by simply assigning a weapon a range value of CC. This has been covered previously (see 'Shooting').

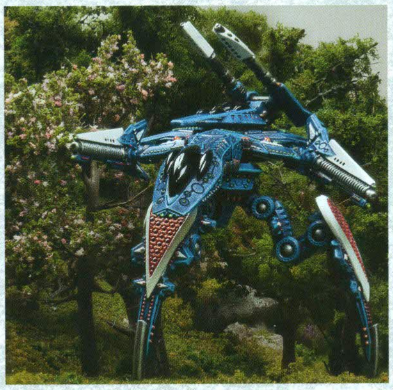
OTHER EXOTIC WEAPONS

There are many other unusual weapons encountered on the battlefields of the far future. However, their effects can usually be reflected simply by an unconventional Weapons Stat Sheet (such as directed energy weapons having an infinite range, even against Active Countermeasures). Where a weapon has other unique special rules, it will be stated below its Weapon Stat Sheet.

SPECIAL VEHICLE TYPES

There are two types of special vehicle in the game. These are as follows:

WALKERS



These are vehicles with legs. Walkers are generally slightly slower than their treaded or wheeled counterparts although they are far more capable at traversing rough terrain. Walkers suffer no penalty to their Mv value when moving over Tough terrain, and may move through Substantial Area Features with a 50% penalty to their Mv value (rounding up to the nearest inch). Walkers may also step over small Solid Features WITHIN REASON. This one has to come down to judgement (30ft high Walkers with very long legs will not be stopped by a 6ft wall for example).

Also, Walkers generally survey the battlefield from an elevated position. This makes them more visible as targets, but also gives them an elevated position from which to fire. Line of sight is measured from the centre of the Walker's main body, which may be above ground level.

SKIMMERS

These are vehicles which utilize some form of advanced anti-gravity or repulsion based technology to 'float' several feet above the battlefield. They are generally faster than normal vehicles, and are only seen in the employ of advanced alien races (humans having not yet grasped the high technology required to create such marvels).

Skimmers may move over all Ground deemed Impassable or Tough and over all Features less than 1/4" high at normal movement speed (e.g. they can skim over rivers or low walls). Skimmers cannot carve a path through foliage and similar, since they do not have the benefit of ground traction. As such, Insubstantial Area Features over 1/4" high count as Impassable. Skimmers are also highly agile, able to perform evasive manoeuvres when travelling at high speed. As such, weapons shooting at Skimmers suffer a +2 modifier to their Ac rating (to a maximum of 6+) if the Skimmer moves 6" or more in a normal move in its previous activation (not including 3" embark/disembark moves and movement in transports). AA weapons do not suffer this modifier, since they're designed to successfully track targets much faster than this!

NB: Skimmers MAY move round in a complete circle/ backtrack to end their move where they started in order to gain this modifier! This should be declared when the Skimmers move.

AIRCRAFT

All aircraft normally fly at a height of 6" above ground level. There are two types of aircraft in the game:

1) Normal Aircraft: Unless otherwise stated, all aircraft in the game fit into this category. This includes all relatively slow moving aircraft such as dropships and gunships which have VTOL (vertical takeoff and landing) capability, and as such can maintain a permanent presence over the battlefield. They operate in exactly the same way as other Units, and most special considerations (such as Line of Sight) have already been covered elsewhere in the rules.

2) Fast Movers: Some aircraft are extremely fast, and can fly over the battlefield in seconds. Aircraft are **Fast Movers** if they have a **Mv** value of '**FM**' on their Core Stat Sheet. They are too fast for standard movement rules to apply to them, and as such they have their own unique movement sequence. This will be covered later (see 'Fast Movers').

AIRCRAFT SPECIAL RULES

All aircraft share a common set of special rules. These are as follows:

1) To The Deck!: Aircraft operating over the battlefield are already at low altitude (6"). This is needed to close the range against targets with effective active countermeasures and has become a standard tactic for most strike aircraft pilots. The days of BVR (Beyond Visual Range) engagements are long over.

However, some pilots may be more reckless still, and will fly mere feet above the ground, slipping between buildings and under air defences. This may be a fantastic tactic for avoiding enemy fire, but it's also foolhardy, and many pilots have been killed by pushing their abilities too far.

Any aircraft may opt to go To The Deck or back to normal height when it would normally move. If so, it's usually a good idea to indicate this with a token. Aircraft within Squads with a Standard or Wide coherency value must ALL fly at the same altitude.

Aircraft on The Deck fly at 2" above ground level.

Going To The Deck has no penalty for movement distance, although if a stationary aircraft changes altitude, its movement will count as 1" for the purposes of shooting (just like when turning on the spot).

Every time an aircraft moves at this dangerously low altitude or changes altitude to The Deck 2D6 must be rolled. This test may be required multiple times in the same turn with multiple reckless manoeuvres. On a roll of 2 for normal aircraft and 2-3 for Fast Movers, the aircraft is destroyed instantly in a calamitous fireball. This results in an automatic Crash Landing (see 'Destroyed Aircraft Table').

2) Moving over steep contours above 6" in height: An aircraft may pass steep Contours under 6" in height just as when moving over Features and Structures under 6" in height. A normal aircraft may also pass steep Contours above 6" in height with a penalty of 1" to its Mv value for every inch that Contour's height exceeds 6". The aircraft must end this move legitimately, and complete the transition in one go. Note that this applies to moving down steep contours as well as up!

For example, a gunship is approaching a 10" high cliff face and wants to advance to the flat ground above it. It may do so with a 4" penalty to its Mv value.

Fast movers may not do this, since they can't change altitude so abruptly (see 'Fast Movers').

3) Fitting on the Table: Since aircraft fly over most scenery, they could conceivably end their move in all sorts of physically awkward places for the models. A certain amount of 'official abstraction' is therefore needed to avoid arguments and difficulties with dealing with the models themselves. A whole plethora of precarious 'model balancing' moments, token use and arguments about model shape, height etc. can be avoided here with a simple rule:

Aircraft must end their move in a position where the model can physically fit on the table and stand up when attached to its stock flying base, or a close equivalent.

It's always a good idea from a practical standpoint to design scenery to best facilitate this. Covering an entire battlefield in uneven boulders, obstructions, really narrow streets and steeply rolling hills is never going to make for a smooth and practical gaming surface, even for ground models!

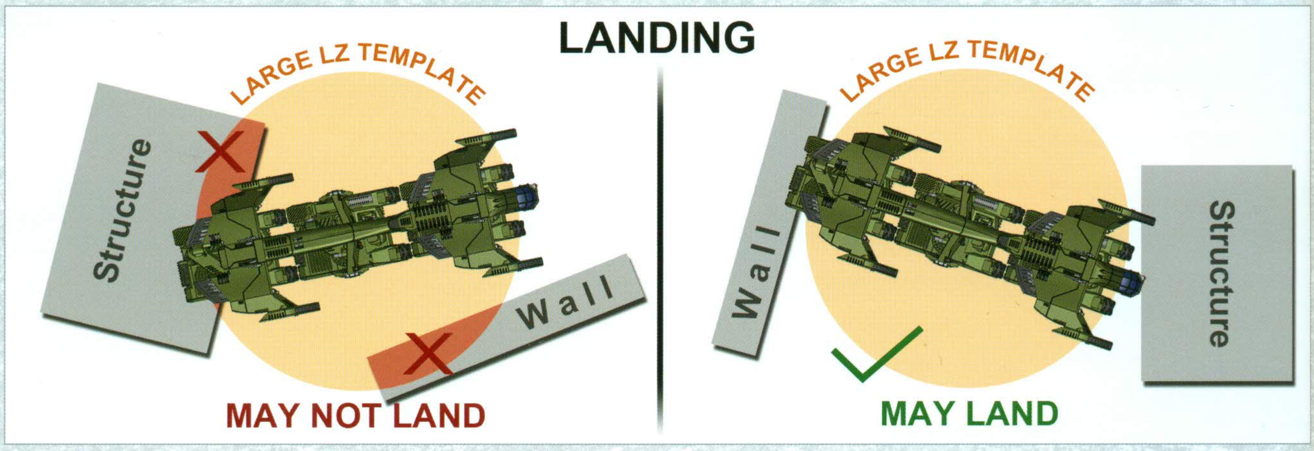
NB: You may use your own outsized flying bases or a different system with your opponent's consent. It is unadvisable to convert models for advantage though (i.e. put them on really tall stems with tiny bases).

4) Landing: Sometimes (such as when deploying troops) it may be necessary for an aircraft to Land. All aircraft have an additional **LZ** (Landing Zone) value on their Core Stat Sheet. Fast Movers cannot Land, but do have an **LZ** value to represent their size if they crash. This value will be S, M or L (small, medium or large).

An aircraft may Land at any time when it may normally move. When Landing an aircraft, place the indicated **Landing Zone Template** over the centre of its flying base. The aircraft can only Land if this template does not come into contact with any ground Units or any scenery deemed Impassable or Tough to vehicles. When multiple aircraft in the same Squad are Landing, their Landing Zone Templates may not overlap. Aircraft within Squads with a Standard or Wide coherency value must ALL Land simultaneously.

Aircraft may **Land** and **Takeoff** in the same turn, although each operation reduces the aircraft's **Mv** value by 2". Aircraft that finish their turn on the ground count as vehicles at ground level for the purposes of shooting and Line of Sight until they are back in the air (this does of course also make it possible for aircraft to 'hide' safely on the ground in obscured areas). Aircraft may not move while on the ground (other than Taking Off). Scourge and Shaltari aircraft count as skimmers when landed, and may land anywhere where a skimmer would be able to move.

Landing does not count as going To The Deck (since the pilot is not attempting to fly combat manoeuvres at low altitude, just Land).



5) LZ is Hot! Most sensible pilots will refuse to Land in areas where enemy troops are close by, where even small arms fire may pose a threat. Aircraft cannot Land if enemy infantry or vehicles are within 3" of and in Line of Sight of the edge of the Landing Zone template (this includes walls of garrisoned Structures from which enemy troops have been allocated to fire from, and the roof of a garrisoned Structure if troops have been allocated to fire from any wall).

6) Shooting at Aircraft: Due to the elevation and speed of aircraft, only specially designed Anti-Aircraft (AA) weapons may fire on them when in the air. This applies to all aircraft, even those on The Deck.

7) Aircraft Deployment: Aircraft Squads (or Squads being transported by aircraft) designated for Direct Deployment automatically start the game in Readiness. They may move onto the table in the normal way once activated.

8) Destroyed Aircraft: When an aircraft is destroyed whilst in the air, roll 1D6 against the following table. Several points are only relevant to Aerial Transports (see 'Transports'):

DESTROYED AIRCRAFT TABLE			
D6 ROLL	1-2*	3,4,5**	6
RESULT	Emergency Landing: The aircraft is forced to the ground and disabled, but any Units transported survive unharmed	Crash Landing: A messy and final return to Earth. Any Unit transported is destroyed on a roll of 4+	Destroyed in the Air: The aircraft is blown to smithereens! Any Units transported are destroyed instantly

* If the aircraft's **LZ** template cannot be placed legitimately in the usual way over the point where it was destroyed, then the result counts as a crash landing.

** When doing so, place the transport's **LZ** template over the point where it was destroyed. If any part of a ground Unit's main body or base is under the template, then it takes an Energy 10 hit on a roll of 4+. An infantry base whose centre is under the template takes D6 Energy 10 hits on a roll of 4+. Structures touched by the template take an Energy 10 hit on a roll of 4+. If 1/3rd or more of the template is over a Structure then it automatically takes multiple Energy 10 hits equal to the crashed aircraft's original Dp value.

Note that it's possible for Units under the template to emerge unscathed. This represents the random nature of flying debris.

Any Units transported by the aircraft which survive the Crash Landing must be placed on the table within 3" of the wreck and in coherency. Units placed in this way may not shoot for the remainder of the turn (but may still move). Any Units which cannot be placed legitimately (i.e. in terrain which is passable to them) are destroyed instantly.

If an Aerial Transport is destroyed whilst on the ground, then roll on the Destroyed Ground Transports table instead (see 'Transports').

9) Tiny Aircraft: Tiny aircraft are exceptionally small, denoted by a special **LZ** value, **TINY.** Tiny aircraft always count as 'destroyed in the air' if destroyed, since they are too small to make a big impact if they crash! Tiny aircraft may land without having to place an **LZ** template, but the 'LZ is Hot' rule still applies and is measured from the centre of the flying base.

FAST MOVERS

These are very fast aircraft (such as strike fighters and interceptors), and have a special movement sequence referred to as an **Attack Run**. This is resolved as follows:

1) Declare and Check Availability: Like all aircraft, Fast Mover Squads start the battle in Readiness or in Reserve. Only ones in Readiness may attempt to make an attack run. Before an Attack Run can begin, the Squad must Check Availability (since it's possible for them to be distracted or waylaid by factors outside the immediate battlefield).

Roll 1D6. On a roll of 1 the Squad remains in Readiness, and is deemed to be busy elsewhere (and thus cannot do anything else this turn). Otherwise, the Attack Run can commence.

2) Set Entry Point/s and Announce Altitude: Unless otherwise stated, Fast Movers may enter the battlefield from ANY table edge. Simply place the Squad anywhere on the chosen table edge and in coherency (units within a Squad with Open coherency must still all enter from the same table edge).

Once placed on the table, you must announce which altitude each aircraft will be flying at. The whole pass must now be flown at this altitude (the pass happens too quickly to allow altitude changes).

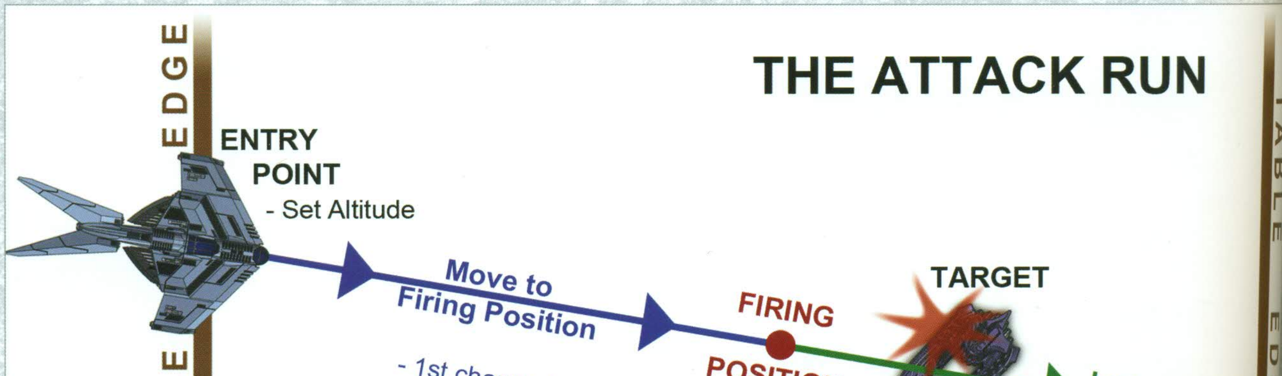
3) Move to Firing Position(s): Each Unit within the Squad must now be moved in a straight line towards a Firing Position anywhere else on the table to a minimum of 6" away from its intended target/s (it's impossible to shoot straight downwards when moving at speed - even freefall weapons will be moving forwards when released!). Pre-measuring during movement is allowed here, providing that being 6" away is the intention. If this is not possible (usually because the enemy is very near a table edge), the Fast Mover/s should be placed as close to 6" away as possible. The Fast Mover/s must always face in the direction of travel. The Squad must end this move in coherency.

Apart from the speed and linear nature of it, this movement is handled in the same way as for normal aircraft. This includes the avoidance of high scenery if necessary and allows for AA Units to **Reaction Fire** against them at any point along their Movement Corridor (as with other aircraft).

4) Fire Weapons: Any Fast Movers within the Squad which survive this far may now fire their weapons in the same way as normal aircraft.

5) Leave the Table: Once all the desired weapons have been fired, the Fast Mover/s must continue to move in the normal way along their Movement Corridors (still the same straight line until they leave the table. Squads do not need to end this move in coherency.

6) Align for Another Attack Run: Once the Squad has left the table, place it back in Readiness.



INTERCEPTORS

Interceptors are a special type of Fast Mover, specifically designed to shoot down other aircraft. They may complete Attack Runs in the same way as normal Fast Movers (where they may have opportunities to fire on other aircraft, since they are invariably armed with AA weapons).

Squads of Interceptors may also be activated in addition to their normal activation to **Intercept enemy Fast Movers** while they make their Attack runs (the whole Squad must be activated). Interceptors may only do this if they have not already made (or have attempted to make) an Attack Run this turn, and if they are in Readiness. Note that you CANNOT Intercept normal aircraft, since they can be engaged during a normal Attack Run.

Intercepts are treated in a similar manner to normal Attack Runs, and as such it is possible to 'intercept an intercept'. In such a case, each Intercept is stacked in chronological order, with the last declared Intercept to be resolved first.

An Intercept is resolved as follows:

1) Declare an Intercept and Check Availability: An Intercept may be declared at the end of step 3 or 5 of an enemy Fast Mover Squad's Attack Run.

Roll 1D6. On a roll of 1-2 the Squad remains In Readiness, and is deemed to be busy elsewhere (and thus cannot do anything else this turn). Otherwise, the Intercept can commence and the opponent must wait until it is resolved before continuing with his/her Attack Run.

2) Set Entry Point(s): This is completed in exactly the same way as for a normal Attack Run.

3) Move to Firing Position(s): This is completed in exactly the same way as for a normal Attack Run.

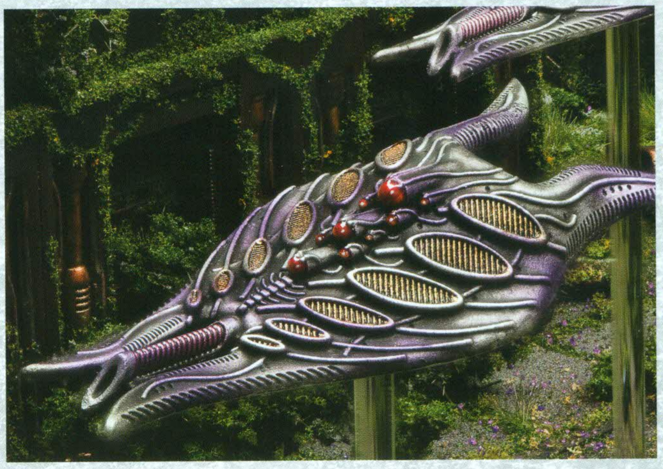
4) Fire Weapons: Any Interceptors within the Squad that survive this far may now fire their AA weapons against the enemy Fast Mover/s. Other Units (such as ground targets) may NOT be engaged as well, since the pilot will be fully concentrating on his/her speedy quarry.

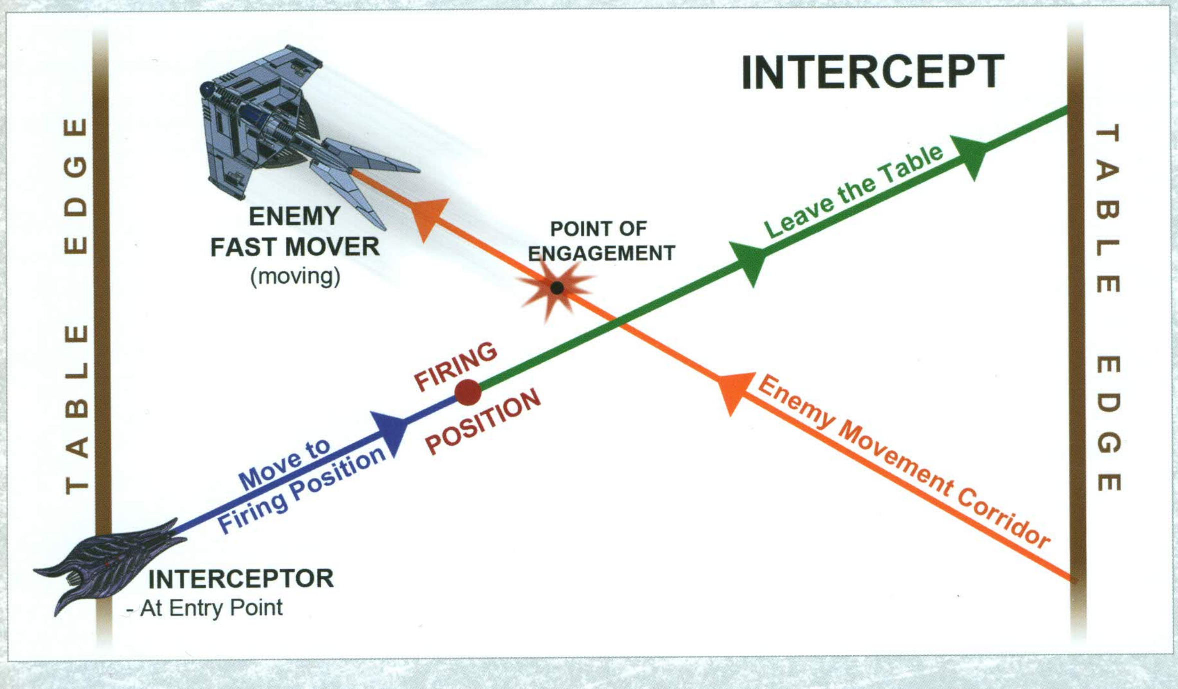
Any point along the enemy Fast Mover's Movement Corridor completed during the chosen Attack Run stage (3 or 5) can be used to measure line of sight and range to (in the same way as when using Reaction Fire).

Shots hit with a +2 penalty to the weapon's **Ac** value (to represent the high speed of the target). If the enemy Fast Mover's damage points are reduced to zero, then it is destroyed over the Point of Engagement (in the same way as when using Reaction Fire).

5) Leave the Table: This is completed in exactly the same way as for a normal Attack Run.

6) Align for Another Attack Run: Once the Squad has left the table, place it back in Readiness. The Squad may not be activated again this turn.





TRANSPORTS

The rapid pace of futuristic warfare often necessitates the widespread use of transports to get Units to the combat zone in a timely fashion. The need for this is exacerbated by the shorter effective range of weapons (due to Active Countermeasures), which means distance to target must be closed quickly in time critical situations. Indeed, it's not uncommon for whole armies to deploy from fast moving, airborne transports.

For infantry Units, transports are also often utilized to provide a measure of protection when travelling in the open, in addition to providing enhanced mobility.

Transports fit into 2 categories; **Ground Transports** (vehicles) and **Aerial Transports** (aircraft).

Many transports can carry a variety of different Units; however, transports are chosen alongside particular Squads, and serve only that Squad during the game. As such, they don't normally take up allocations within Battlegroups, since they count as attached to their **parent Squad.** Transports have a Squad size of T on their Core Stat Sheet, since it is dictated by the listing of its parent Unit.

Transports **complete their actions simultaneously** with their Squad. This means that both transport/s and Squad can move at the same time and shoot at the same time. Movement may be completed before/after shooting as usual, and may be in the opposite order for transport and transported Unit, providing that shots are allocated at the same time for both. For example, a deployed Squad may move and then shoot, and its transport may shoot and then move, providing that the shooting is done at the same time (the ground Squad would move, then both would shoot, then the transport would move).

Transports do not have to remain in coherency with that Squad, and instead remain in coherency with each other (if more than one transport is required to move one Squad). The transport/s are however 'attached' to their parent Squad, and cannot be used to move other Squads.

Squads which may take transports have an additional entry below their Core Stat Sheet (indicated by Transport:). In some cases, more than one type of transport is available. This entry will also show how many Units in the Squad each type of transport holds. An example entry is shown below:

SABRE MAIN BATTLE TANK	A	Mv	CM	DP	Pts	Type	Category	Special	S+C
	10	4"	A	1	37	VEHICLE	STANDARD	N/A	3/6/9 STANDARD

Transport: 1 x ***Albatross Heavy Dropship*** (9 Units each) or 1-3 x ***Condor Medium Dropships*** (3 Units each)

Transports must be chosen at their full allocation of Units (e.g. the Heavy Dropship in the example above can ONLY be chosen to carry the Squad if it consists of 9 Units, not just 3 or 6). This represents the fact that it's highly inefficient for transports to operate at less than full capacity (which only occurs if the Squad suffers casualties). Also, if transports are chosen, there must be enough transports for the entire Squad.

If you choose transport/s for a Squad, that Squad automatically begins the game inside the transport/s. If these transports are aircraft, then the Squad will start the game in Readiness or in Reserve in the same way as other aircraft.

Transports operate using the following rules:

1) Disembarking and Embarking: Units may choose to exit or enter a transport before or after either have moved up to half their available **Mv** value, rounding down to the nearest inch. The transport's move may be split before and after Disembarkation/ Embarkation (i.e. a transport may move a bit, drop off troops and continue to move, just as long as the total distance each Unit moves does not exceed half its **Mv** value).

Embarking/Disembarking Units may not shoot in the same turn as doing so. The transport may still fire its weapons in the usual way.

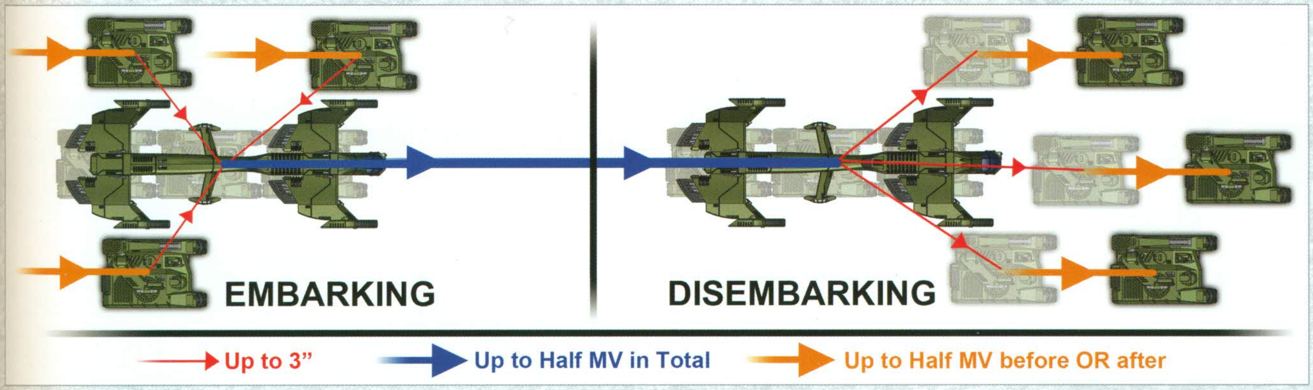
When Disembarking, place all Units carried by the transport on the table within 3" of it and in coherency. If a Squad is Disembarking from multiple transports, then the whole Squad must disembark simultaneously and in coherency.

When Embarking, every Unit in the Squad must be within 3" of the transport/s. When there are multiple transports needed for a single Squad, individual Units do not have to return to the exact same transport they started the game in (although of course each transport can only hold as many Units as originally stated). Note that since transports and their parent Squads complete their actions simultaneously, it's possible for both to move towards each other before embarkation.

It is normally possible for a Squad to Embark and Disembark in the same turn. The transport's **Mv** value does NOT have to be halved twice to achieve this. However, a transport or infantry squad cannot complete more than a total of two Disembark and/or Embark operations in the same turn. Embarking/disembarking Units may NOT split their movement before and after embarkation.

2) Disembarking and Embarking from an Aerial Transport: Aerial transports must **Land** before troops may embark/ disembark. This should be completed in the usual way. However, embarking Units do NOT count as obstructions to the LZ template(s).

Movement penalties for Landing and Taking Off are ignored for aerial transports when Units are Embarking/ Disembarking. The half **Mv** value penalty includes the time it takes to Land and Takeoff. The Aerial transport may Takeoff afterwards in the same turn (representing a fast dust-off). Units may deploy directly underneath an Aerial Transport if it does this.



3) **Disembarking/Embarking directly into/ from a Structure:** Infantry may transfer between Transport and Structure in this way. To do this, the transport/s must be within 1" of or physically touching the entrance. Transferring Infantry may not shoot in the same turn that they do this. Entering/abandoning a building in this way counts as a single Embark/Disembark move from the transport into the building.

DESTROYED GROUND TRANSPORT TABLE

D6 ROLL	1-2	3,4,5	6
RESULT	DISABLED: THE TRANSPORT IS FOR ALL INTENTS AND PURPOSES DESTROYED, BUT THE UNITS INSIDE SURVIVE UNHARMED	BAD DAMAGE: THE TRANSPORT IS A TOTAL WRECK. EACH UNIT INSIDE IS DESTROYED ON A ROLL OF 4+	EXPLOSION: THE TRANSPORT IS ANNIHILATED IN A SPECTACULAR FIREBALL! ALL UNITS INSIDE ARE DESTROYED INSTANTLY

4) **Destroyed Ground Transports:** If a Ground Transport is destroyed while there are Units onboard, then roll 1D6 against the above table.

Any Units which survive the destruction of their transport must be placed on the table within 3" of the wreck and in coherency. Units placed in this way may not shoot for the remainder of the turn (but may still move). Any Units which cannot be placed legitimately (i.e. in terrain which is passable to them) are destroyed instantly.

5) **Destroyed Aerial Transports:** If an Aerial Transport is destroyed, then roll 1D6 against the Destroyed Aircraft Table in the same way as for other aircraft.

6) **Stranded Units:** There will be times when transports are destroyed, and there aren't enough left to transport the whole Squad. If this is the case, then the available transports may be filled to capacity, while the stranded Units are left on the table (in exception to normal coherency rules). However, the Units inside the transports may ONLY disembark into coherency with the rest of the Squad (although the transports may go their separate ways in the meantime, as usual).

7) **Sharing Large Transports:** Sometimes, a large transport will be required to move multiple Squads in the same Battlegroup. If this is the case, the option is listed in the parent Unit's Core Stat Sheet, as in this example:

> ***"May share 1x Albatross Heavy Dropship with another Sabre Squad or Rapier Squad.***
> ***The total number of vehicles must equal 9."***

Although they are separate, **Squads sharing the same transport complete their actions simultaneously** (as described earlier), allowing synchronised disembarking/ embarking etc. If a transport is shared, it must still be filled at the start of the game.

A Shared Transport counts as part of all Squads transported by it (i.e. any abilities which affect any Squad transported will affect the transport also). Count all Squads sharing a transport as a single Squad for the purposes of rolling for Reserves (since they will need to come out of Reserve together!).

You do not have to embark/ disembark all Squads within a shared transport at the same time, but remember that a transport can only complete 2 embark and/or disembark operations in total per turn. For example, a Heavy Dropship containing 2 tank Squads can disembark them in separate places (2 operations) but could not embark them in separate places and disembark them in separate places (4 operations).

8) **Transports Within Transports:** Often, larger transports may be employed to carry smaller ones (most commonly medium dropships carrying APC's, which in turn carry infantry). However, remember that transports can only complete up to 2 embark and/or disembark operations in total per turn. For example, 2xAPC's may disembark from a dropship and then their troops may disembark from them (2 operations total), but the 2xAPC's could not embark into a dropship, disembark and then allow their troops to disembark (3 operations total).

SCENARIOS

All warfare is meaningless without a purpose, be it noble or nefarious! Whilst every great campaign has overall goals, specific actions on the ground will have smaller but no less significant aims (to those involved at least!). Sometimes, the apparently small accomplishments of a few troops in the right place at the right time can tip the outcome of an entire campaign.

The scenarios detailed in this part of the book lend purpose to your games, and are designed to represent the sorts of actions that highly mobile forces might be called to take part in - you won't find attritional trench warfare in here! These scenarios will give you some inspiration, focus and consistency, but feel free to modify them or to invent your own! You could also string multiple scenarios together to cover a wider battle, or even an over-arching campaign. Many more scenarios will be released online and in future publications, to ensure that your games stay fresh and interesting!

SCENARIO TYPES

STANDARD SCENARIOS

The Standard Scenarios have been designed to be fair, balanced and to treat all players equally. As such, each player starts the game on an equal footing, with the same objectives to achieve. Of course, some scenarios will slightly favour the playing style of certain races, and exact layout will affect each player's chances; however, they will be closely matched. These scenarios are suitable for tournament play and they all use the Standard Army Roster, so exactly the same army could be used for each one.

SPECIAL SCENARIOS

Special Scenarios are ones where the tactical situation is different for each player (most commonly, there is an Attacker and Defender, with different aims and army organisation). Scenery will greatly affect each player's chances as well as the nature of the game. This keeps these scenarios interesting, although it's impossible to avoid imbalance at times. As such, we wouldn't recommend these scenarios for tournaments, although they are great for narrative campaigns and casual games nights!

KILL POINTS AND VICTORY POINTS

Kill Points and Victory Points are used to determine who wins games. Victory Points are usually the most important, and are earned for capturing Objectives, for example. Kill Points are usually (but not always) used to determine who wins in the event of a tie in Victory Points. Kill Points are simply the total points value of every destroyed enemy Unit and every killed enemy Commander. Damaged Units do not count towards Kill Points; they must be destroyed outright to count.

GENERAL GUIDELINES

CHOICE OF SCENERY

Apart from any mandatory scenery (i.e. items which are specified in the diagram), the scenarios are deliberately vague regarding any other scenery you should use. One of the main things that keep wargames interesting, engaging and ever changing is scenery - as such we feel this should mostly be left up to the player! Being creative through devising new layouts is part of the fun of course and will change the strategy of the players; your choice of scenery will strongly affect the way the battle plays out. Indeed, some scenarios will play entirely differently with altered battlefields.

One thing we do advise though is to use lots of scenery in most cases, since empty battlefields generally lead to boring and 'obvious' games, where players can see the outcome early and do little to change it. Dropzone Commander, is designed specifically with urban warfare and air mobility in mind - this doesn't mean that natural landscapes won't work for some scenarios, but try to include plenty of obstacles and cover!

The Standard Scenarios are designed to be balanced and equal for all players. As such, you should endeavour to be fair when distributing scenery around the battlefield. Sometimes it's best to have an independent adjudicator place the scenery if you're feeling particularly competitive! The Special Scenarios are clearly different for Attacker and Defender, and as such their fairness will be greatly affected by choice, type and distribution of scenery.

TABLE SIZE

Most scenarios specify a minimum table size of 4'x4'. If you're short of space, a 4'x3' table could be used instead for small games. Many scenarios will work just as well (and in many cases better) with larger tables. In particular, we'd recommend a 6'x4' table for bigger games (1500pts+), to avoid a battlefield crammed with models and giving your troops room to manoeuvre!

GAME LENGTH MODIFIERS

Each scenario will specify a game length (typically 6 turns). As a rule of thumb, we recommend adding an extra turn for every 2' added to the table between the table edges of each player. For example, if a 4'x4' becomes a 6'x4', when each player's table edges are now 6' apart, then the game should last for an extra turn. This is not required if the table is made wider as opposed to longer. You may also want to change the game length yourself, especially if inventing variants to scenarios.

BALANCE

As has been said already, it would be wrong to expec every game and scenery layout to be perfectly balance - especially when using the Special Scenarios! The more experience you gain, the better judge you wil become on how to set out a battlefield that leads to a close game with each of the scenarios. Exploring the many possible iterations adds endless replay value.

EXPERIMENT!

It's best to treat the scenarios in this book as frameworks around which you can design games. While 12 scenarios in 24 variants is an excellent starting point, being inventive enhances the experience. Try out new scenic layouts, modifications to Victory Conditions, numbers of Objectives, Army Rosters, table size and ways o introducing more players etc - anything goes in casua play (as long as your opponent/s agree of course!).

SCENARIO OBJECTS

The scenario diagrams share some common symbols/elements, which represent items on the battlefield. For the sake of simplicity and neatness, their nature and rules are described below:

STRUCTURES

The full rules for Structures are described in detail in the main rules. If the scenario diagram doesn't specify a Build type for the Structure/s you may chose your own. Try to vary the type, size and layout of your Structures between battles, since they are often integral to the way the game plays. Varying the height, nature and shape of Structures, as well as linking smaller ones to create more complex buildings can all create variations.

OBJECTIVES

An Objective is a physical object or VIP that your army will generally need to discover/capture and extract from the combat zone (i.e. carry, drive or fly it off the table!) in order to win the game. They are best represented by small tokens. The rules for Objectives are quite extensive, and are detailed below:

Discovering Objectives: Before an Objective can be moved, it must be Discovered. Objectives in open ground are Discovered simply by moving over them with a vehicle or infantry base. Objectives inside Structures must be searched for by infantry inside. This is harder in larger buildings, as there's more ground to search! If an infantry Squad BEGINS its activation inside a Structure and belongs to the Structure's Occupier, then that Squad may Search for the Objective. Roll 1 D6 against the following table, taking into account how many turns that player has previously rolled on this table as the Occupier of that Structure. If this roll is equalled or beaten, then the Objective is Discovered:

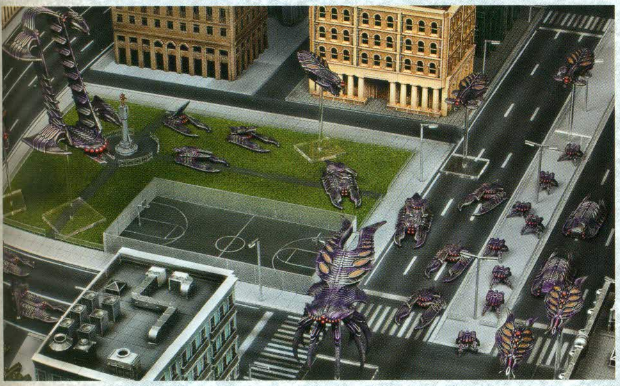
	SEARCH FOR OBJECTIVE TABLE				
	TURN OF OCCUPANCY				
STRUCTURE SIZE	1ST	2ND	3RD	4TH	5TH+
TINY	3+	2+	2+	2+	2+
SMALL	4+	3+	2+	2+	2+
NORMAL	5+	4+	3+	2+	2+
LARGE	6+	5+	4+	3+	2+

Note 1: More than one Squad may Search for the Objective in one turn, although each Squad ma Search only once. The roll on the above table relates to the number of turns in which the player STARTED the turn as the Structure's Occupier, which does no necessarily relate to how many turns each particula Squad has been inside the Structure.

Note 2: Searching for the Objective does NOT tak up the Squad's Actions when it Searches. It may move, shoot, take part in a CQB or do anything els it would normally be able to do afterwards - this is jus a dice roll at the start of their activation (it's assume that one or two men are sent on search detail, thus no making much impact on the Squad's ability to fight).

Note 3: If all the occupants are killed or vacate the Structure and another player becomes the Occupier then that player starts afresh on the Search Table - they don't know where the enemy has been searching after all! If a player returns as Occupier to a Structure that they were previously the Occupie of, then the player may resume rolling on the Search Table where they left off.

Carrying and moving Objectives: Once an Objective has been Discovered, it can be carried. ONLY vehicle and infantry Units may carry an Objective (although aircraft may carry a Unit which is carrying an Objective - this is usually the fastest way of extracting the Objective!). When carried, that Objective moves with the Unit carrying it. If that Unit leaves the table, then the Objective has been successfully extracted.



Leaving the table: Normally, troops remain on the table once deployed. However, in a scenario involving Objectives your units are permitted to leave the table on any friendly table edge if carrying an Objective or carrying a unit which is carrying an Objective (simply move off the table!). This is only allowed if it does not break coherency (i.e. units with Normal or Wide coherency must move off the table together). Once they have left the table, these units are immediately placed In Reserve and may return to the table as reserves normally would (although start rolling as if it was turn 1 for these units).

Transferring and picking up Discovered Objectives: Objectives may be 'passed' instantly and without cost between friendly Units up to 2" apart DURING THE CARRYING UNIT'S ACTIVATION. This means that if the particular Unit carrying the Objective is destroyed, then another player might get a chance to swoop in and steal the Objective! A Discovered Objective not being carried and in the open may be instantly picked up by a vehicle Unit or infantry base within 2" of it during their activation. Discovered Objectives which are not being carried and are inside Structures may be picked up instantly by any infantry base in the Structure at the start of their activation (i.e. they may not do so on the same turn that they enter).

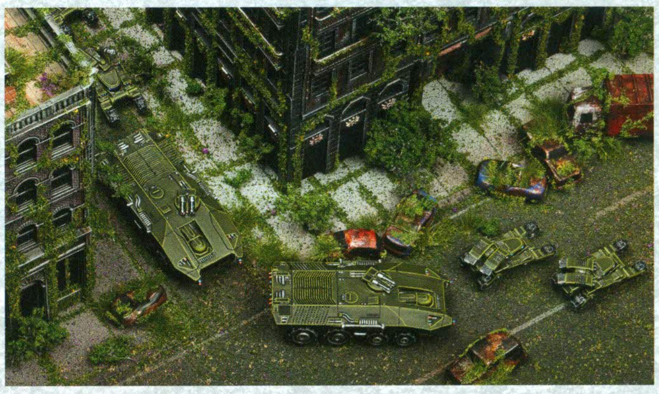
Passing Objectives to/from infantry in Structures: Objectives may be passed to/ from infantry inside a Structure to/from a waiting transport outside when they would normally be allowed to Embark directly from the Structure. However, the whole Squad does not need to do so. Instead, allocate one base to pass the Objective. This base may not be allocated to fire from any windows this turn but does not need to leave the Structure. All the usual rules for carrying Objectives still apply (i.e. an aerial transport can't carry the Objective directly, and as such the whole Squad would have to Embark physically).

Destroying Units carrying Objectives: If a Unit carrying an Objective is destroyed, place the Objective on the table where the destroyed Unit was. If the Unit was being carried by an aerial transport which was Destroyed in the Air, then that Objective is removed from the game.

Morale Checks and Objectives: If a Unit carrying an Objective fails a Morale Check at the end of a CQB (and has no friendly Squads inside the Structure to pass it to), then it must immediately drop the Objective before leaving the building. This Objective may then be picked up instantly by any enemy Squad inside the Structure.

Destroyed Structures containing Objectives: If a Structure is destroyed which contains an Objective, then that Objective is buried in the rubble, and is removed from the game.

Objectives and Victory Points: Objectives are worth one Victory Point to the player that controls the unit carrying the Objective at the end of the game. If the player has successfully extracted the Objective (i.e. carried, driven or flown it off the table) then it is worth 2 Victory Points.



POSSIBLE OBJECTIVES

A Possible Objective represents an area which MIGHT contain a real Objective. They are best represented by a double sided token, with either a plain or marked reverse face (indicating whether the Objective is a real one or not!)

Possible Objectives work slightly differently for each scenario. Each scenario will indicate how many to place, and how many should contain real Objectives. Some scenarios will indicate that they are placed randomly, while others will allow certain players to chose which Possible Objectives contain the real ones (or randomly determine which ones do), but not to reveal that knowledge to other players, for example.

When a vehicle Unit or infantry base moves over a Possible Objective (or begins its actions inside a Structure containing a Possible Objective, as Occupier of the Structure) then the player controlling that Unit or base may turn over the token. If a real Objective is revealed, then that Unit may immediately carry it (this includes infantry in Structures - you do NOT normally need to Search for one). From this point on, it functions in exactly the same way as a normal Discovered Objective.

PIECE OF INTEL

A Piece of Intel represents potential intelligence for forces to gather, and is best indicated by a small token. Roll 1D6 when any vehicle Unit or infantry base moves over a Piece of Intel (or begins its actions inside a Structure containing a Piece of Intel as Occupier of the Structure). Roll only once per player per game for each Piece of Intel:

On a roll of 6: We've Found Something!: The player controlling the Unit immediately scores 1 Victory Point. The Piece of Intel is removed from the game, and is replaced with an Objective, carried by the Unit which rolled for the Piece of Intel.

On a roll of 2-5: Useful Intelligence: The player controlling the Unit immediately scores 1 Victory Point.

On a roll of 1 - Bad Intelligence!: Misleading information has led your forces into a trap! Remove the Piece of Intel from the game. If the Piece of Intel was in the open, then the unit which moved over it takes an Energy 10 hit. If the Piece of Intel was in a Structure, then that Structure takes D6 Dp.

If a Structure containing a Piece of Intelis destroyed that Piece of Intel is buried in the rubble, and is removed from the game.

FOCAL POINT

A Focal Point is a key area of the battlefield. This might be a crucial piece of high ground, a key Structure or important scenic feature. If a Focal Point is a Structure, destroying the building will remove it from the game.

One Victory Point is scored at the end of the game if a player has a friendly vehicle Unit or infantry base within 6" of the Focal Point (not including aircraft or Units inside aerial transports, but including troops inside Structures where any part of the Structure is within 6"). An additional two Victory Points are scored at the end of the game by the player with the most Units in points costs within 6" of the Focal Point (not including aircraft or Units inside aerial transports, but including troops inside Structures where any part of the Structure is within 6").

ARMY ROSTERS

Each Scenario will specify which Army Roster each player is permitted to use to organise their army. Some scenarios will specify the use of multiple Army Rosters, at different percentages of the total points value decided at the start of the game. See 'Main Rules- The Army- The Army Roster' for more information on Army Rosters. The commonly used Army Rosters are shown below:

STANDARD ARMY ROSTER

	BATTLEGROUP TYPE					
GAME SIZE	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
SKIRMISH	0-1	1	1-2	0-1	0	5
CLASH	1	1-2	1-2	0-2	0-1	6
BATTLE	1	1-2	1-2	0-2	0-1	7

DEFENSE FORCE ARMY ROSTER

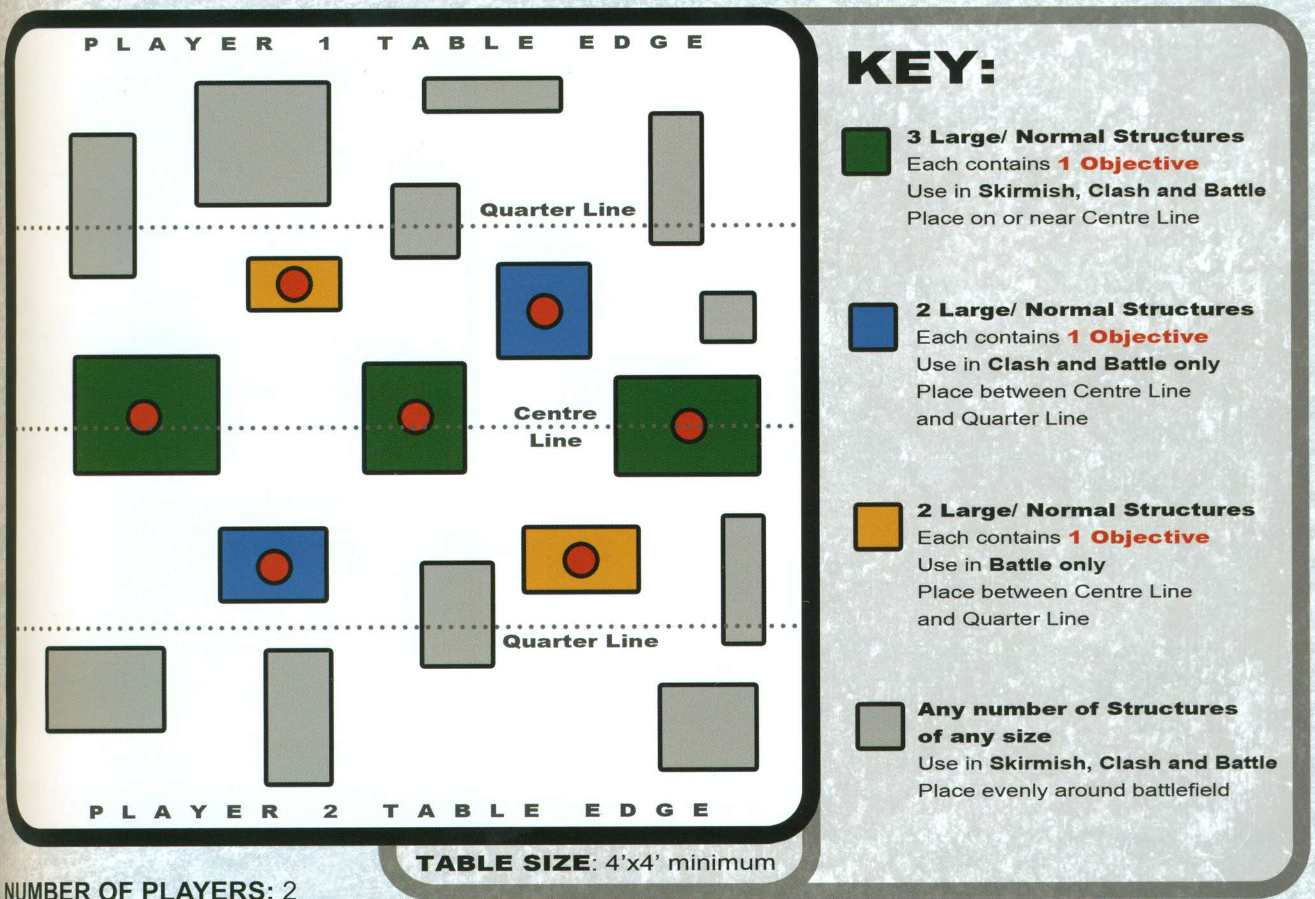
	BATTLEGROUP TYPE					
GAME SIZE	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
SKIRMISH	0-1	0-1	0-1	0	0	2
CLASH	1	1-2	0-1	0	0	3
BATTLE	1	1-2	0-1	0-1	0	4
MAY CONTAIN UP TO 1/3RD OF YOUR TOTAL ALLOWED POINTS. UNITS IN THE DEFENCE FORCE MAY NOT TAKE AERIAL TRANSPORTS. AIRCRAFT UNITS MAY NOT BE CHOSEN.						

REINFORCEMENTS ARMY ROSTER

	BATTLEGROUP TYPE					
GAME SIZE	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
SKIRMISH	0	1	1	0-1	0	3
CLASH	0	1-2	1-2	0-1	0-1	4
BATTLE	0	1-2	1-2	0-1	0-1	4
MAY CONTAIN UP TO 2/3RDS OF YOUR TOTAL ALLOWED POINTS						

TARGETS OF OPPORTUNITY

Some key Objectives have been detected inside a group of Structures in the heart of the warzone. Your aim is to enter these Structures, find and seize these Objectives, and extract them before the enemy has a chance to do the same!



KEY:

🟩 **3 Large/ Normal Structures**
Each contains **1 Objective**
Use in **Skirmish, Clash and Battle**
Place on or near Centre Line

🟦 **2 Large/ Normal Structures**
Each contains **1 Objective**
Use in **Clash and Battle only**
Place between Centre Line
and Quarter Line

🟨 **2 Large/ Normal Structures**
Each contains **1 Objective**
Use in **Battle only**
Place between Centre Line
and Quarter Line

⬜ **Any number of Structures of any size**
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

TABLE SIZE: 4'x4' minimum

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

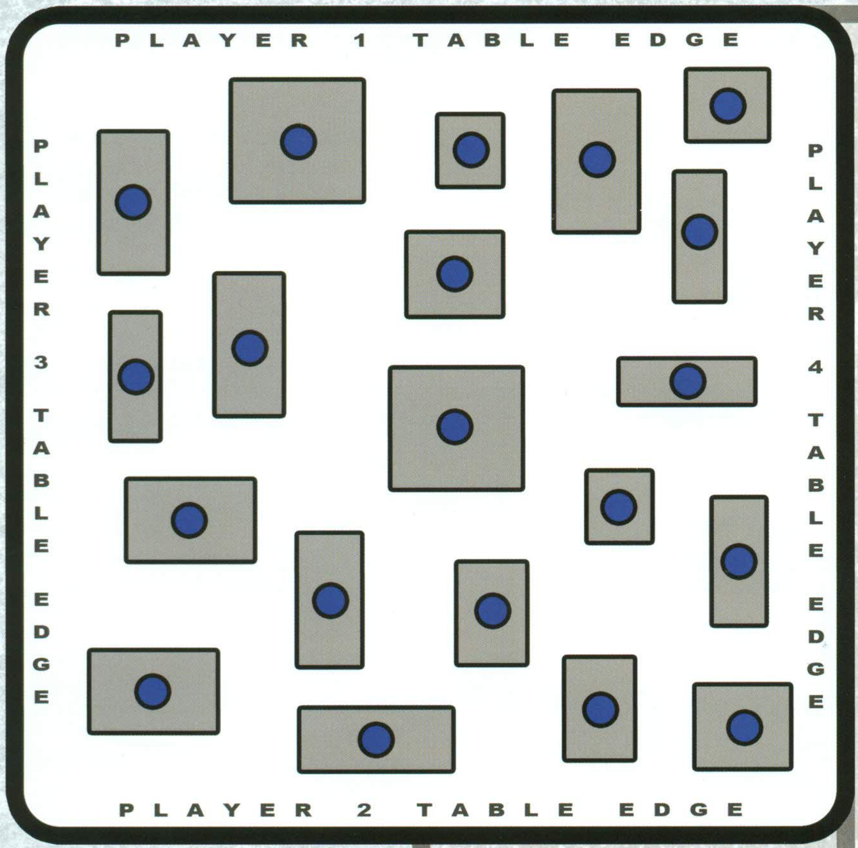
VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

IDEAS AND DESIGNER'S NOTES: This scenario works best with plenty of Structures and obstacles, but could also be played with a group of isolated bunkers in the middle of a desert! As always, your choice of scenery will radically effect the way the game plays out.

VARIANT: 'PRIMARY TARGET': The Objective in the central Structure is worth double the usual number of Victory Points. This Structure should be a Normal Structure for Skirmishes and a Large Structure for Clashes and Battles.

RECON

In the opening hours of battle, an expeditionary force has been sent to reconnoitre a promising strongpoint. This is an excellent opportunity to identify defensible buildings - the only trouble is that enemy forces are scouting the area as well!



KEY:

▨ **Any number of Structures of any size**

Each contains **1 Piece of Intel**

Place evenly around battlefield at least 4” from each Table Edge

RECOMMENDED NUMBERS:

Skirmish: 5-10 Structures

Clash: 7-15 Structures

Battle: 11+ Structures

TABLE SIZE: 4’x4’ minimum

NUMBER OF PLAYERS: 2-4

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

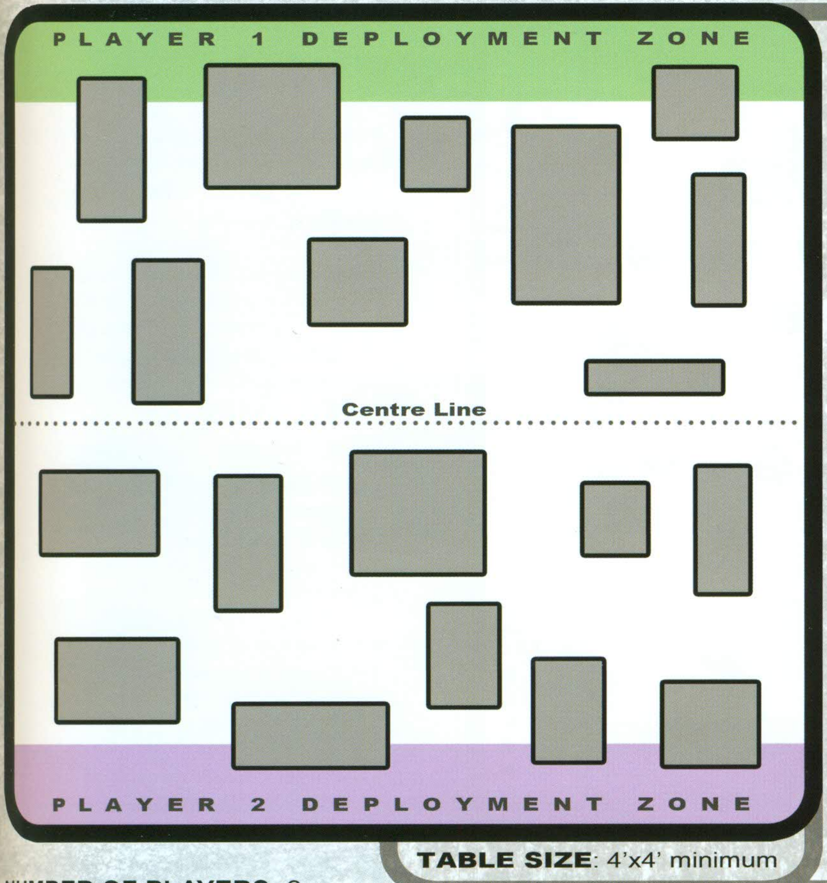
VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

IDEAS AND DESIGNER’S NOTES: The ability of forces to transfer between and explore these Structures will affect this game most strongly; placing some in remote areas and linking Structures will change the tactical situation considerably! Smaller Structures work best for this scenario.

VARIANT: ‘GOOD VIEWS’: Place each Piece of Intel on the roofs of the Structures. Be sure to include an exit/entrance on each roof to allow access from inside the buildings.

ENCROACHMENT

This scenario begins at the opening of an incursion into enemy held territory. This will inevitably lead to exploitable gaps in your own line, into which the enemy will surely mount a counter-offensive! You must try and gain a foothold behind enemy lines, whilst protecting your own ground.



KEY:

🟪 🟩 **Player Deployment Zones**
6" In from friendly Table Edge

■ **Any number of Structures of any size**

Place equal numbers of Structures evenly either side of Centre Line, but none on the Centre Line itself.

Place equal number in each player's Deployment Zone if placing any in these areas.

RECOMMENDED NUMBERS:

Skirmish: 4-10 Structures

Clash: 6-14 Structures

Battle: 10+ Structures

NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

DEPLOYMENT: All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

DURATION: 6 Turns

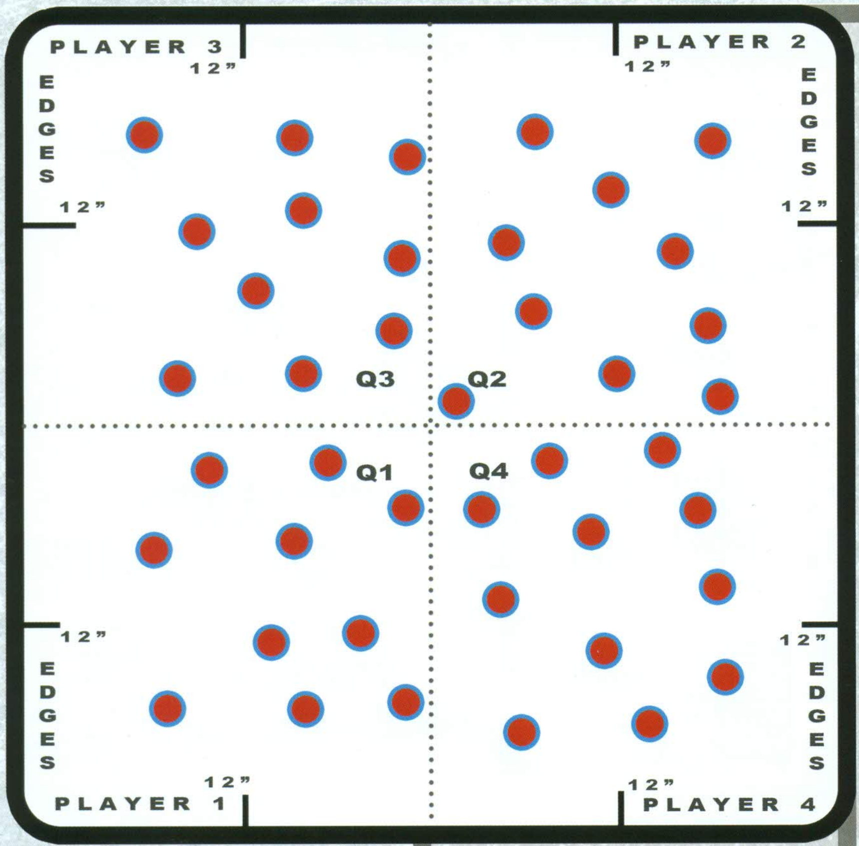
VICTORY CONDITIONS: At the end of turn 6 - Add total Kill Points to the points value of each friendly Unit inside the enemy half of the table (not including aircraft or Units inside aerial Transports). Friendly infantry bases inside Structures in the enemy half of the table contribute 3 times their usual points value. The player with the highest total score wins.

IDEAS AND DESIGNER'S NOTES: The size, distribution and volume of Structures will make a massive difference in this scenario, as taking them will add to your score. A vast number of different layouts are possible, just try to treat each side evenly. Smaller Structures work best for this scenario.

VARIANT: 'JUNGLE GRAB': Replace Structures with substantial area features (e.g. areas of dense woodland). Friendly infantry bases inside substantial area features in the enemy half of the table contribute three times their usual points value.

SEARCH

A number of key Objectives are known to be located in this vicinity. The only way to find them will be to get boots on the ground for some old fashioned exploration. Once discovered, you must quickly extract these Objectives from the combat zone before the enemy claims them!



KEY:

● **Possible Objective**
Place an equal number, evenly distributed in each Table Quarter, at least 6" from each Table Edge.

These may be placed in the open, inside Structures or even on roofs! (max. 1 per Structure). Possible Objectives placed in the open may not be within 6" of another Possible Objective.

RECOMMENDED NUMBERS:

2 Player Skirmish:
20 Possible Objectives
3 Real Objectives

2 Player Clash and 3-4 Player Skirmish:
32 Possible Objectives
5 Real Objectives

3-4 Player Clash and Battle:
40+ Possible Objectives
7 Real Objectives

TABLE SIZE: 4'x4' minimum

NUMBER OF PLAYERS: 2-4

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

IDEAS AND DESIGNER'S NOTES: Obviously, this scenario doesn't specify any type of scenery, so there's a lot of flexibility! Using a number of buildings tends to work well, although a natural landscape with plenty of obstructions is also good.

VARIANT: 'SEARCH THE CRASH SITE': Place a spacecraft wreckage scenery piece in the centre of the table. This acts as a Focal Point, although it is worth double the usual number of Victory Points.

LAND GRAB

In the midst of a larger battle, you are responsible for occupying some crucial areas in this sector. The enemy will most likely attempt to thwart you, since holding these areas will be critical to overall victory.

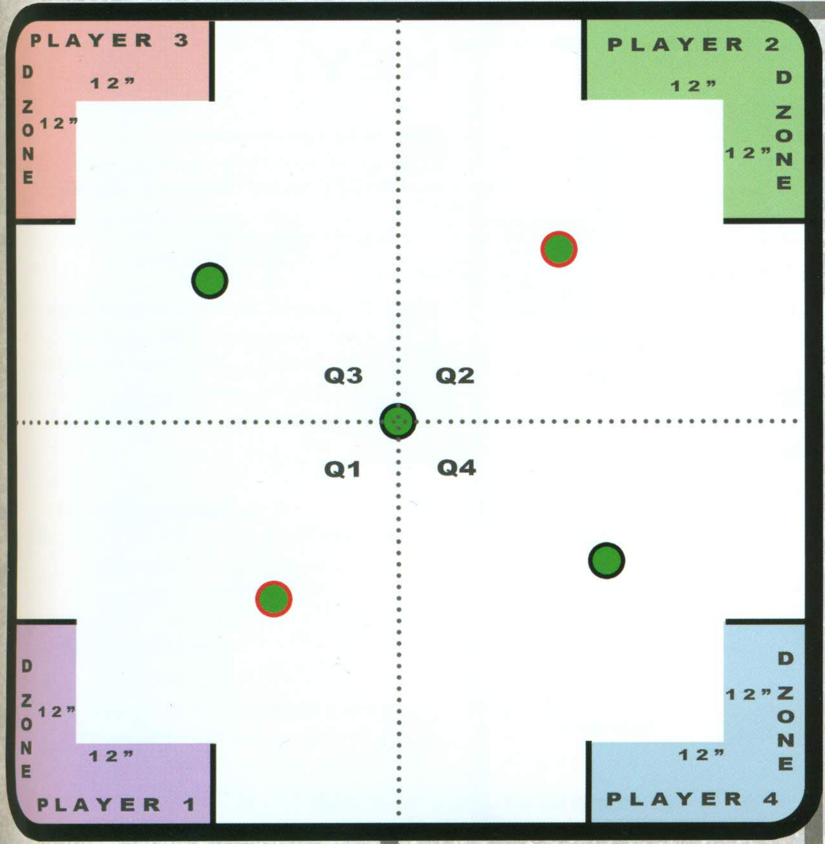


TABLE SIZE: 4'x4' minimum

KEY:

🟥🟩🟪🟦 **Player Deployment Zones**
6" In from friendly Table Edges

● **Focal Points**
Place one roughly in the centre of the battlefield, and one in each Table Quarter outside all Deployment Zones.

Focal Points may be anything worth taking, such as key Structures, high ground, important features, cave entrances etc.

RECOMMENDED NUMBERS:

2 Player Skirmish:
Use black bordered only

2 Player Clash and
3-4 Player Skirmish:
Use black and red bordered

3-4 Player Clash and Battle:
Possibly introduce an extra Focal Point in each Table Quarter

NUMBER OF PLAYERS: 2-4

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups may Directly Deploy (remember that Squads inside aerial transports automatically start the game in Readiness in this case). Fast Mover Squads start in Reserve.

DURATION: 6 Turns

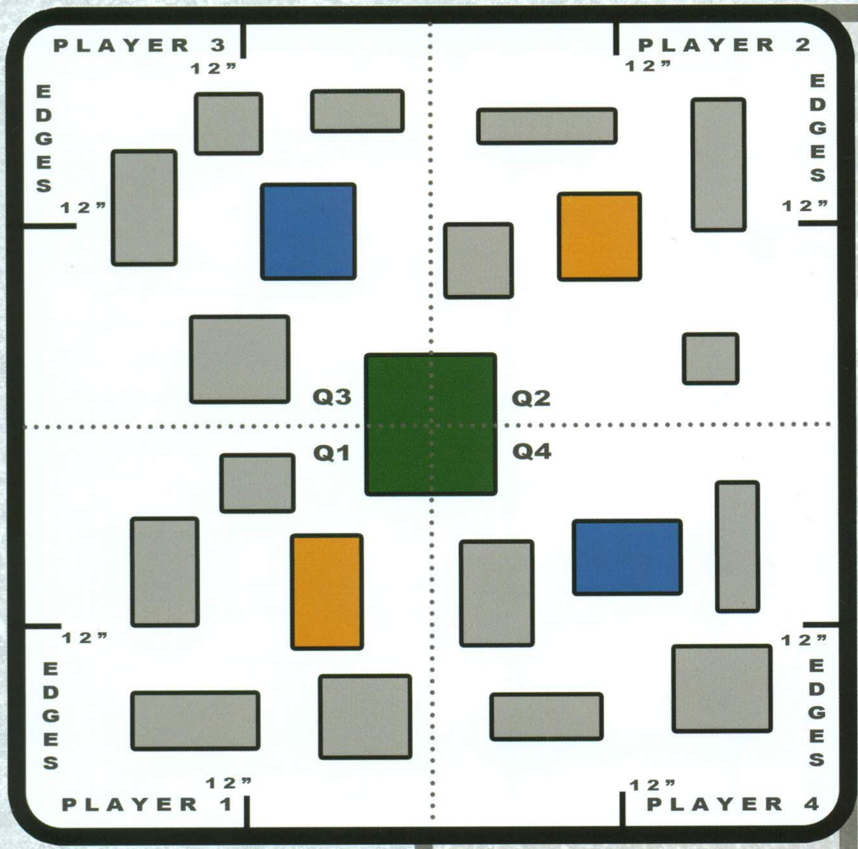
VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

IDEAS AND DESIGNER'S NOTES: Since this scenario doesn't specify what these Focal Points should be, there are many options for trying out new game ideas. Using Structures will lead to a completely different battle to using areas of high ground, for example. Using a mixture would also result in an interesting battle.

VARIANT: 'CAPTURE THE FLAGS': Replace Focal Points with Objectives. These may be discovered and moved as normal, but they may not be moved off the table.

BATTLE ROYALE

Armies are about to clash and your orders are refreshingly simple - annihilate the enemy! Rapidly occupying the best ground will be instrumental in securing victory. Lock and load!



KEY:

🟩 **1 Large Structure**
Uses 'Excellent Vantage Point' rule
Use in **Skirmish, Clash and Battle**
Place on or near centre of table

🟦 **2 Large/ Normal Structures**
Uses 'Excellent Vantage Point' rule
Use in **Skirmish, Clash and Battle**
Place in Q3 and Q4,
at least 8" from any Table Edge

🟧 **2 Large/ Normal Structures**
Uses 'Excellent Vantage Point' rule
Use in **4 Player Skirmish, Clash and Battle only**
Place in Q3 and Q4,
at least 8" from any Table Edge

⬜ **Any number of Normal/ Small/ Tiny Structures**
These must be lower than the Structures detailed above
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

TABLE SIZE: 4'x4' minimum

NUMBER OF PLAYERS: 2-4

ARMY ROSTER: Standard (all players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Kill Points at the end of turn 6 wins the game.

SPECIAL RULE - 'EXCELLENT VANTAGE POINT': Weapons on infantry bases may double their R(F) and R(C) values to represent the commanding view of the battlefield when shooting from these Structures.

IDEAS AND DESIGNER'S NOTES: Dropzone Commander was never designed for a simple 'kill each other' type of game, as battles of attrition are far less common in the 27th century, where the aim of such mobile warfare is seldom straightforward destruction. However, occupying the buildings with the 'Excellent Vantage Point' rule will give you a big tactical advantage, so mobility is still key to victory.

VARIANT: 'BATTLEGROUND': Does not require the use of any Structures - just be sure to include a lot of obstacles and high ground to make speed worthwhile!

STRONGPOINT RAID

Intel has identified a lightly defended enemy strongpoint which contains key items well worth capturing. You must encircle it and attack with a superior force to extract these items before enemy reinforcements arrive!

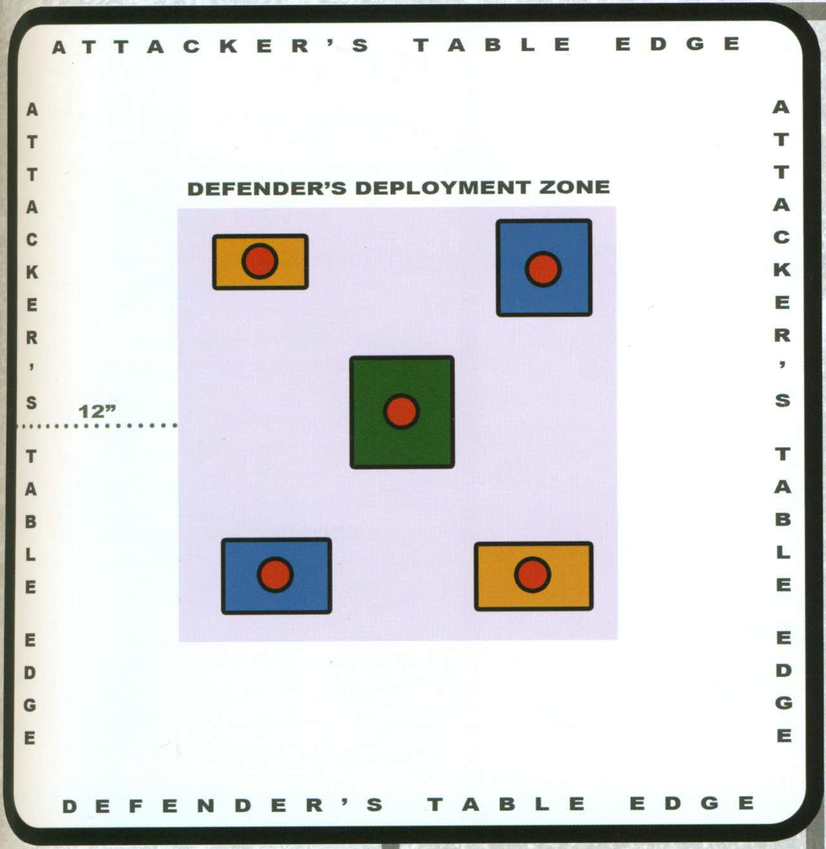


TABLE SIZE: 4'x4' minimum

KEY:

🟪 **Defender's Deployment Zone**
12" Away from all Table Edges

🟩 **1 Large/ Normal Structure**
Use in **Skirmish, Clash and Battle**
Contains **1 Objective**
Place on or near centre of battlefield
Use Normal Structure for Skirmish,
Large structure for Clash and Battle

🟦 **2 Normal Structures**
Use in **Clash and Battle only**
Each contains **1 Objective**
Place roughly in corners of
Defender's Deployment Zone
as indicated

🟧 **2 Normal Structures**
Use in **Battle only**
Each contains **1 Objective**
Place roughly in corners of
Defender's Deployment Zone
as indicated

NUMBER OF PLAYERS: 2

ARMY ROSTER (ATTACKER): Standard

ARMY ROSTER (DEFENDER): Defence Force AND Reinforcements.

DEPLOYMENT (ATTACKER): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DEPLOYMENT (DEFENDER): Defence Force uses Direct Deployment. Reinforcements begin the game in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: Attacker scores Victory Points as normal. Defender automatically scores 2 Victory Points for every undiscovered Objective at the end of the game, and may not move Objectives off the table (but still scores 1 for every discovered Objective in his/her possession). Defender discovers Objectives automatically if Searching For an Objective.

The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

IDEAS AND DESIGNER'S NOTES: This scenario is particularly good if you like building forts and creating devious defensive works. Placing very little scenery outside the Defender's Deployment Zone makes for a tough approach for an Attacker! How you distribute scenery will therefore change the difficulty dramatically.

VARIANT: 'CAPTURE THE FORT': Remove all Objectives. Instead, each player scores 1 Victory Point for each coloured Structure they are the Occupier of at the end of the game. Use Kill Points to determine a victor in the event of a tie.

THE HUNT

The enemy is concealing some crucial Objectives in this region. Your mission is to find and extract these Objectives while under hostile fire.

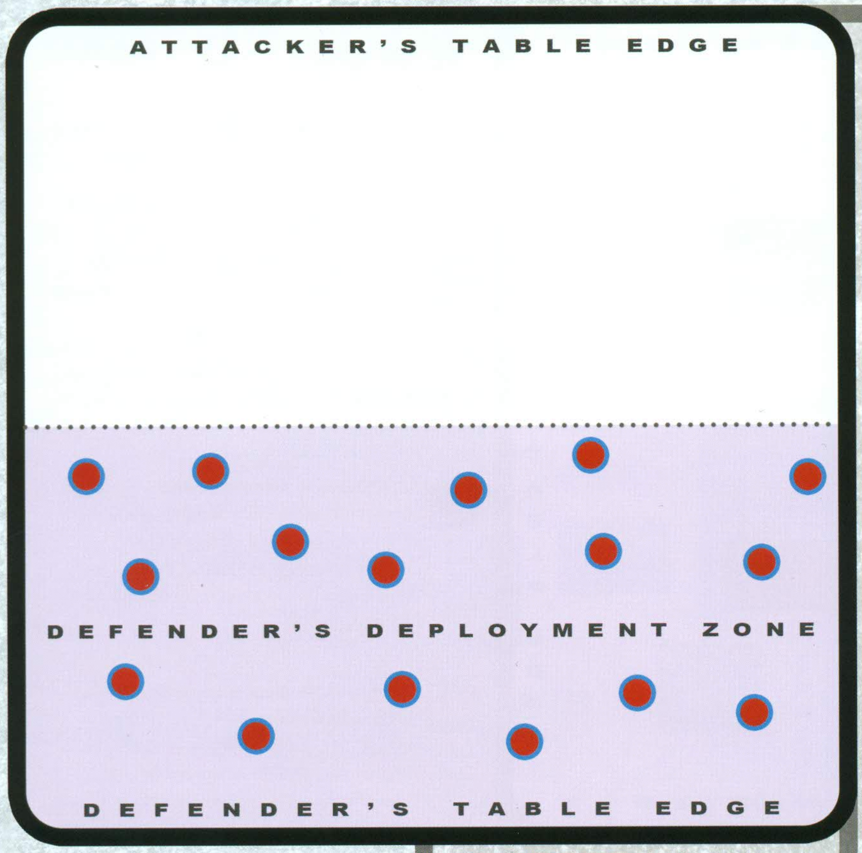


TABLE SIZE: 4'x4' minimum

KEY:

● **Possible Objective**

Defender places a number of these in Defender's Deployment Zone

These may be placed in the open, inside structures or even on roofs! (max. 1 per Structure). Objectives placed in the open may not be within 6" of another Objective.

Before the game, Defender randomly and secretly determines which ones contain the real Objective/s.

RECOMMENDED NUMBERS:

Skirmish:
4 Possible Objectives
1 Real Objective

Clash:
8 Possible Objectives
2 Real Objectives

Battle:
12 Possible Objectives
3 Real Objectives

NUMBER OF PLAYERS: 2

ARMY ROSTER (ATTACKER): Standard

ARMY ROSTER (DEFENDER): Defence Force AND Reinforcements.

DEPLOYMENT (ATTACKER): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DEPLOYMENT (DEFENDER): Defence Force uses Direct Deployment. Reinforcements begin the game in Reserve.

DURATION: 6 Turns

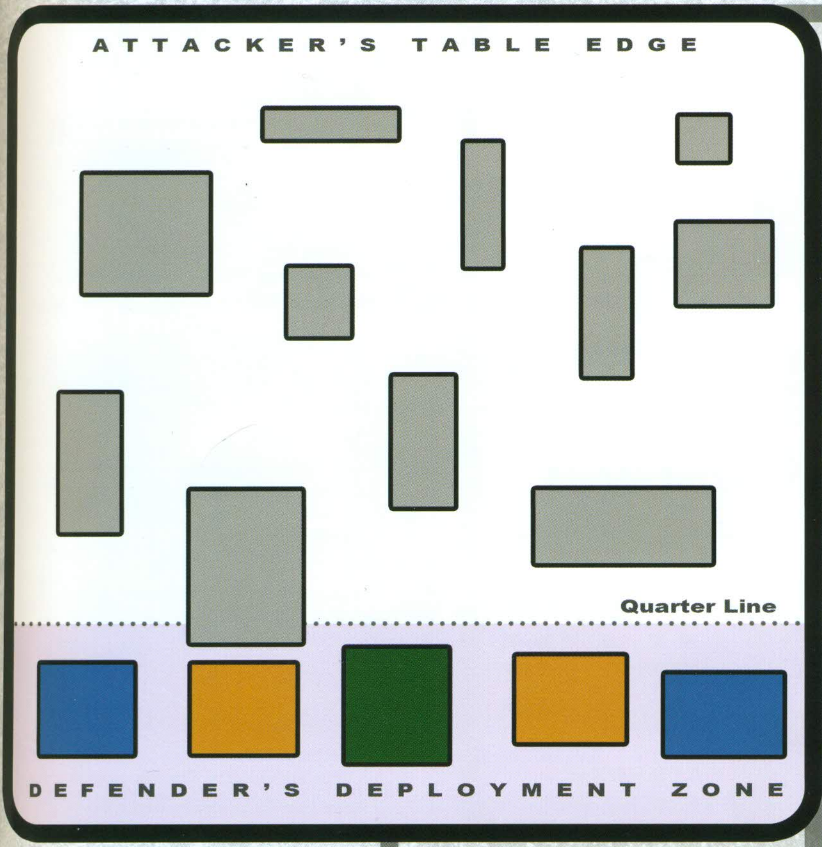
VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Defender automatically scores 2 Victory Points for every undiscovered Objective at the end of the game, and may not move Objectives off the table (but still scores 1 for every discovered Objective in their possession). Use Kill Points to determine a victor in the event of a tie.

IDEAS AND DESIGNER'S NOTES: As another scenario which doesn't specify any scenery, there are a wide range of possibilities. This is also an excellent scenario for players with a good poker-face, as it's best not to give away where the Objectives are hidden!

VARIANT: 'URBAN HUNT': Use just 3, 5 or 7 Possible Objectives for Skirmish, Clash or Battle, all placed inside Structures. These Objectives must be 'discovered' in the same way as ordinary Objectives.

DEMOLITION

Your mission is simple: Bring down a group of key Structures at all costs. The enemy will do everything possible to frustrate your efforts!



KEY:

🟪 **Defender's Deployment Zone**
1/4 Table in from Defender's Table Edge

🟩 **1 Large Structure**
Use in **Skirmish, Clash and Battle**
Place in roughly in centre of Defender's Deployment Zone as indicated

🟦 **2 Large Structures**
Use in **Clash and Battle only**
Place in Defender's Deployment Zone roughly where indicated

🟧 **2 Large Structures**
Use in **Battle only**
Place in Defender's Deployment Zone roughly where indicated

⬜ **Any number of Structures of any size**
Use in **Skirmish, Clash and Battle**
Place evenly around battlefield

TABLE SIZE: 4'x4' minimum

NUMBER OF PLAYERS: 2

ARMY ROSTER (ATTACKER): Standard

ARMY ROSTER (DEFENDER): Defence Force AND Reinforcements.

DEPLOYMENT (ATTACKER): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DEPLOYMENT (DEFENDER): Defence Force uses Direct Deployment. Reinforcements begin the game in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: Attacker scores 2 Victory points for each coloured Structure destroyed at the end of the game. Defender scores 2 Victory Points for every coloured Structure with 50% or more of its original Dp remaining at the end of the game, and 1 Victory Point for each coloured Structure with less than 50% of its original Dp remaining at the end of the game (but still standing of course!)

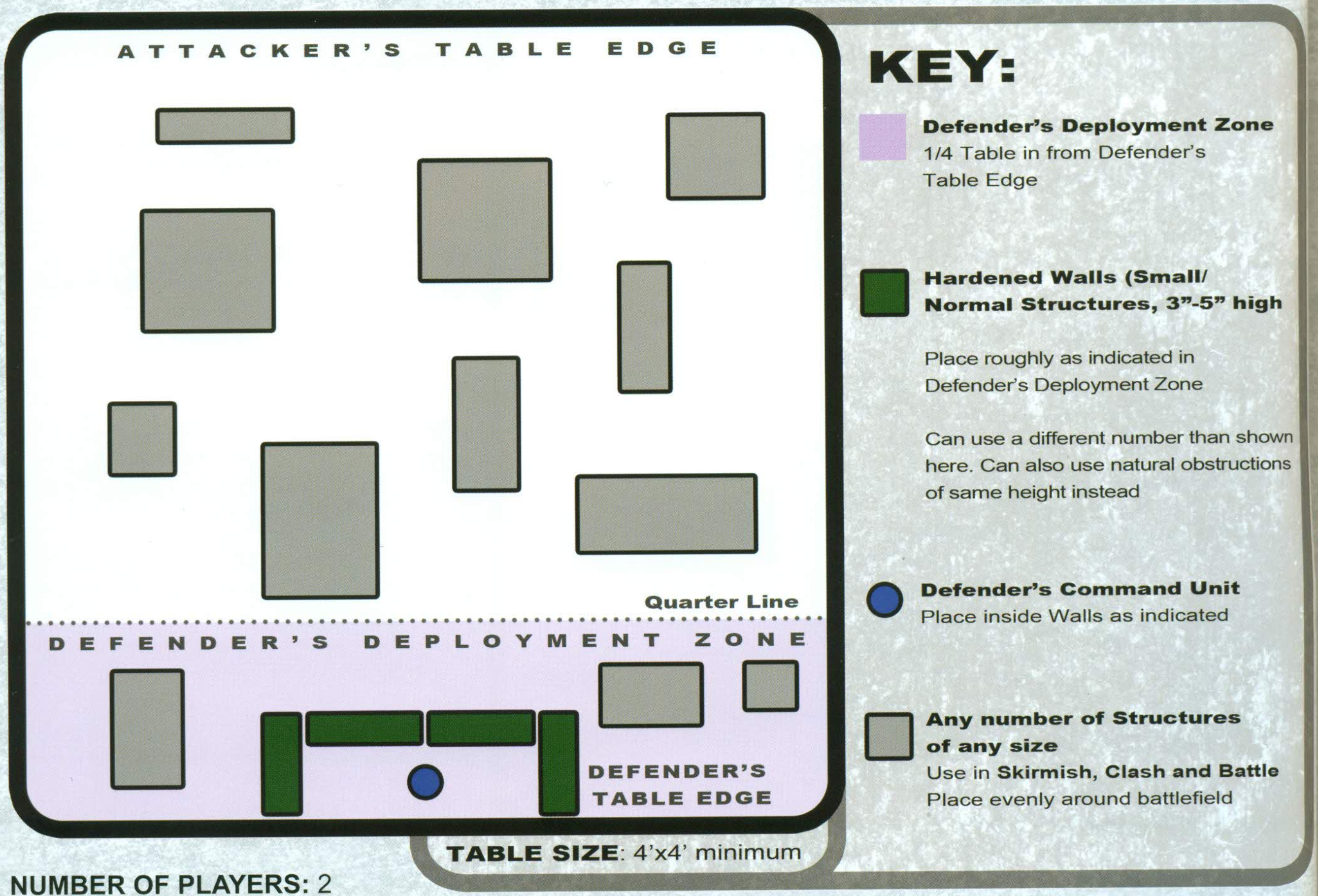
The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

IDEAS AND DESIGNER'S NOTES: This scenario opens up all sorts of narrative options. You could create a very large target building (such as a factory or palace) by linking the coloured Structures, for example. It's best to include a lot of obstructions to make it difficult to shoot at the target Structures from long range.

VARIANT: 'DEFENSE LINE ASSAULT': All coloured Structures are Small Hardened Structures. Add an additional 2 Small Hardened Structures (which are coloured also). Attacker also scores 2 Victory Points per coloured Structure Occupied at the end of the game which does not contain enemy troops.

DECAPITATION

A strike force has been assembled to attack an enemy HQ position with one aim in mind - to assassinate the enemy commander. The element of surprise won't last long, so expect tenacious opposition as enemy reinforcements arrive!


ATTACKER'S TABLE EDGE
Quarter Line
DEFENDER'S DEPLOYMENT ZONE
DEFENDER'S TABLE EDGE
TABLE SIZE: 4'x4' minimum
KEY:
Defender's Deployment Zone
1/4 Table in from Defender's Table Edge
Hardened Walls (Small/ Normal Structures, 3"-5" high
Place roughly as indicated in Defender's Deployment Zone
Can use a different number than shown here. Can also use natural obstructions of same height instead
Defender's Command Unit
Place inside Walls as indicated
Any number of Structures of any size
Use in Skirmish, Clash and Battle
Place evenly around battlefield

NUMBER OF PLAYERS: 2

ARMY ROSTER (ATTACKER): Standard

ARMY ROSTER (DEFENDER): Defence Force AND Reinforcements. Defender's Command Unit costs 0pts, and is taken in addition to the Army Rosters. This Command Unit must contain the highest ranking Commander chosen by the Defender (points are still paid for this). This Command Unit cannot be moved by a transport and cannot leave the table. Note that the Desolator may be taken as this Command Unit in Scourge armies, since it is taken in addition to the Army Roster (the restriction on aircraft in the Defence Force Army Roster therefore does not apply).

DEPLOYMENT (ATTACKER): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve, and may not begin an Attack Run or Intercept from anywhere in the Defender's Deployment Zone.

DEPLOYMENT (DEFENDER): Defence Force uses Direct Deployment. Reinforcements begin the game in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The Attacker wins the game if the Defender's highest ranking Commander is killed.

IDEAS AND DESIGNER'S NOTES: This is another good scenario if you like building forts and creating devious defensive works. These should be built in segments, making it possible for the Attacker to blow holes in the walls. As with the Demolition scenario, it's best if there are plenty of obstructions to make it more difficult to bombard the walls from long range.

VARIANT: 'URBAN HUNT': Mirror the Defender's half of the table, and both players act as Attacker AND Defender (both players have a Command Unit as a target and a fort in which to place it). Both players use the Standard Army Roster, and deploy as the Attacker does above. The first player to assassinate the enemy Commander wins!

BRIDGEHEAD

An expeditionary force has been sent to capture a crucial bridgehead ahead of a major ground offensive. This bridge must be secured despite the presence of well entrenched opposition.

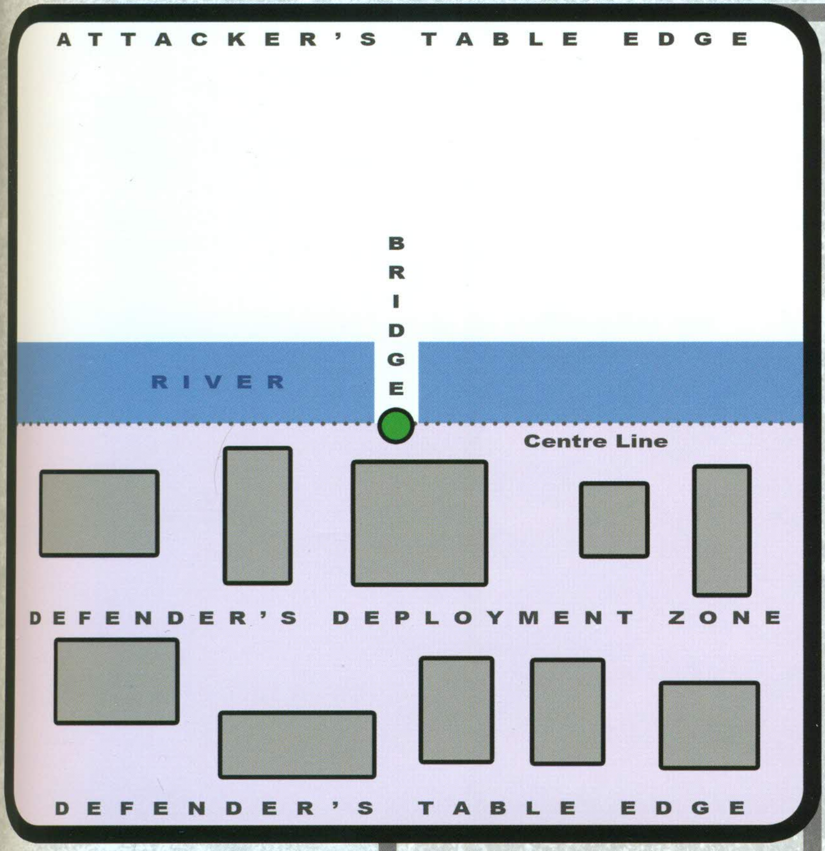


TABLE SIZE: 4'x4' minimum

KEY:

🟪 **Defender's Deployment Zone**
1/2 Table in from friendly Table Edge

● **Focal Point**
Place at Defender's end of the bridge

🟦 **River with Bridge**
At least 3" wide. Bridge over river at least 3" wide. Bridge is indestructible for this scenario

▢ **Any number of Structures of any size**
Place evenly in Defender's Deployment Zone

RECOMMENDED NUMBERS:

Skirmish: 2-5 Structures

Clash: 4-10 Structures

Battle: 8+ Structures

NUMBER OF PLAYERS: 2

ARMY ROSTER (ATTACKER): Standard

ARMY ROSTER (DEFENDER): Defence Force AND Reinforcements.

DEPLOYMENT (ATTACKER): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DEPLOYMENT (DEFENDER): Defence Force uses Direct Deployment. Reinforcements begin the game in Reserve

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

IDEAS AND DESIGNER'S NOTES: The river could be very wide and doesn't necessarily need to be straight, as long as it divides the table roughly in half. Scenery on the other side of the river is unspecified, so a lot of variation can be brought in here! An open field will certainly make it harder for an attacker.

VARIANT: 'MULTIBRIDGE': Use 3 bridges instead of 1. This variant works best on a wide table (6'-8'x 4 ish) and for Clashes and Battles. Place a Focal Point on the Defender's end of each bridge.

GAUNTLET

Some crucial reinforcements are en-route to a distant battlefield. Unfortunately, some enemy defences are in the way! You must fight your way through these defences before enemy reserves arrive to bolster this sector.

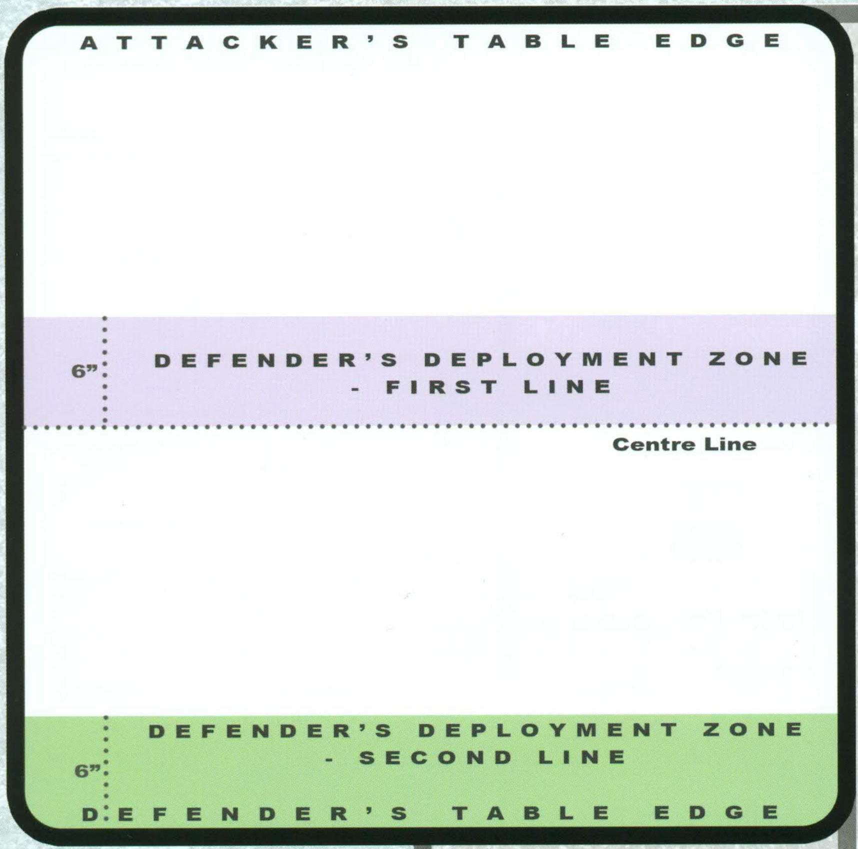

ATTACKER'S TABLE EDGE
6"
DEFENDER'S DEPLOYMENT ZONE - FIRST LINE
Centre Line
DEFENDER'S DEPLOYMENT ZONE - SECOND LINE
6"
DEFENDER'S TABLE EDGE

TABLE SIZE: 4'x4' minimum

KEY:

🟪 **Defender's Deployment Zone - First Line**

6" Deep, from Centre Line towards Attacker's Deployment Zone

🟩 **Defender's Deployment Zone - Second Line**

6" in from opposite Table Edge to Attacker's Table Edge

NUMBER OF PLAYERS: 2

ARMY ROSTER (ATTACKER): Standard

ARMY ROSTER (DEFENDER): Defence Force AND Reinforcements.

DEPLOYMENT (ATTACKER): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve

DEPLOYMENT (DEFENDER): Defence Force uses Direct Deployment, with 50% or less of its Squads Deployed i the First Line, and the remainder in the Second Line. Reinforcements begin the game in Reserve.

DURATION: 5 Turns

VICTORY CONDITIONS: At the end of turn 5 - Attacker scores double the points value of each friendly Unit that leaves the battlefield from the Defender's Table Edge (not including aircraft). Any Attacking Unit may move off the battlefield from the Defender's Table Edge in this scenario. Defender scores Kill Points. The player with the highest total score wins.

IDEAS AND DESIGNER'S NOTES: Scenery and table size makes a huge difference to how difficult this scenario is for the Attacker - try all sorts of combinations! This game runs faster than most, so it makes a good second match in a games night with some time to spare.

VARIANT: 'CLEAR A PATH': Attacker nominates one ground Unit to carry an Objective (this may start the game in an aerial Transport). The Attacker wins the game only if this Objective leaves the table from the Defender's Table Edge. The Defender can capture the Objective, but may not move it off the table.

UCM UNITS

ALBATROSS HEAVY DROPSHIP

The Albatross is the primary mass orbital insertion craft of the UCM. It has been designed solely to drop the largest number of vehicles to the battlefield with maximum efficiency. As such, it eschews heavy armour in favour of greater lift and fuel capacity.

Despite its relatively light armour, the Albatross is bristling with under-wing folding heavy machineguns in addition to a chin-mounted twin UM-44 cannon. This has led to the affectionate nickname 'The Flying Porcupine'. Such formidable firepower makes it more than capable of sweeping dropzones of enemy infantry.

Able to deliver a full section of nine main battle tanks direct to the front, the timely arrival of a single Albatross may turn the tide of battle. It is a crucial part of the UCM military machine, the indispensable bridge between the Colonial Armoured Corps and their foes.

ALBATROSS	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	5	12"	A	6	66	Aircraft	Transport	T, wide	L	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Heavy machineguns (left battery)	4	4	4+	36"	12"	6"	F/S(left)/R	N/A
Heavy machineguns (right battery)	4	4	4+	36"	12"	6"	F/S(right)/R	N/A
Twin UM-5 Gatling	3	4	4+	24"	12"	6"	F	N/A
Missile pods*	8	1	3+	36"	9"	6"	F	SC

* **Missile Pods Upgrade:** *An Albatross may be upgraded with missile pods for +15pts*

CONDOR MEDIUM DROPSHIP

A lighter, faster cousin to the Albatross, the Condor is typically employed for spearhead operations. With a smaller transport capacity, it also finds extensive use with specialised sections that do not typically take to the battlefield in vast numbers.

Designed with a similar philosophy to the Albatross, the Condor is a low cost unit with moderate armoured protection, and is best employed beyond the reach of enemy air defences.

Due to its higher combat speed, it is often called upon over the Albatross to ferry mechanised infantry formations to flashpoints. In any case, UCM military doctrine discourages the transport of over 30 men in a single unit. This limits the risk of high casualties should a dropship be lost, making the Condor the UCM's premier infantry transport.

CONDOR	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	5	18"	A	3	31	Aircraft	Transport	T, wide	L	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin UM-5 Gatling	3	4	4+	24"	12"	9"	F	N/A
Missile pods*	8	1	3+	36"	9"	9"	F	SC

* **Missile Pods Upgrade:** *A Condor may be upgraded with missile pods for +10pts*

RAVEN LIGHT DROPSHIP (TYPE-A AND B)

The Raven is a high speed light transport, able to conduct operations far ahead of the main force. Its primary role is to drop scout units quietly near targets of opportunity, often behind enemy lines. Its small size and high manoeuvrability makes it extremely capable in the tight, urban dropzones with may preclude the use of its lumbering cousins.

The Raven's high combat speed and small size does, however, come at the cost of low protection. Prudent commanders only utilise its talents in the manner for which it was designed, avoiding frontline operations.

The Raven-A has a capacity of 10 infantrymen. When there are time critical objectives waiting to be taken, there is no better choice of transport.

The Raven-B can carry a pair of Wolverine scout buggies as it was designed concurrently with the Wolverine to create the perfect rapid reaction partnership.

RAVEN A/B	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	24"	A	1	28/15	AIRCRAFT	TRANSPORT	T, WIDE	S	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN UM-5 GATLING	3	4	4+	24"	12"	12"	F	N/A
MISSILE PODS*	8	1	3+	36"	9"	12"	F	SC

* **Missile Pods Upgrade:** *A Raven may be upgraded with missile pods for +8pts*

ARCHANGEL INTERCEPTOR SQUADRON

The Archangel is a thoroughbred air-to-air interceptor, designed solely for air superiority missions. It is a small aircraft, built around a pair of conventional 'Retribution' 40mm cannons, leading to the moniker 'The Last Gunfighter'. These are devastating at close range and feature low energy consumption, freeing the power needed to close distance and dogfight with lethal poise.

The Archangel's best protection is its excellent manoeuvrability and high speed, since it features only light armour. However, its low cost also ensures that wingmen will never be far away, providing safety in numbers.

The Archangel can also be pressed into service for ground attack operations when the need arises, as its cannons are just as deadly against lightly armoured vehicles. This makes it the nemesis of isolated scout units, exposed to attack by prowling packs of these wolves of the sky.

ARCHANGEL	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	5	FM	A	1	67	AIRCRAFT	AIR	1-4 WIDE	S	INTERCEPTOR

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UM-50 RETRIBUTION CANNONS	7	2	3+	∞	12"	N/A	F(NARROW)	AA

SERAPHIM STRIKE FIGHTER

The Seraphim is a heavy fighter, designed specifically for strike missions against ground targets. It features a well armoured underbelly, giving it enhanced protection against ground fire. This is just as well, since a typical attack run involves a subsonic, low altitude pass, often directly over the frontlines.

Its primary weapon is the unique 'Heavenfire' system, which can rain torrents of white hot plasma from the Seraphim's internal storage bays. Its deadly payload must be released directly above the target, making the hardened Seraphim the ideal delivery system. Able to reduce a heavy battle tank to a molten puddle, the Heavenfire makes the Seraphim an excellent tank-buster.

The Seraphim also features four under-wing hardpoints to which powerful 'Sledgehammer' Bunker Busters can be attached. With these heavy weapons systems, the Seraphim is superbly equipped to deliver unbridled devastation to anything on terra firma.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
SERAPHIM	7	FM	A	2	112	Aircraft	Air	1-2 open	M	Lumbering*

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Heavenfire, focused pattern	12	1	2+	6"	6"	N/A	F(narrow)	Alt-1
Heavenfire, wide pattern	4	1	2+	6"	6"	N/A	F(narrow)	Alt-1, Area M
Sledgehammer Bunker Buster	10	1	2+	6"	6"	N/A	F(narrow)	Alt-1, L-4, Demolisher-D6

* **Special Rule - Lumbering:** *The Seraphim completes its attack run in steady, level flight. As such it is vulnerable to pursuing interceptors on its tail. Interceptors which follow the Seraphim's movement corridor may ignore the +2 accuracy penalty normally incurred during an intercept.*

FALCON GUNSHIP SQUADRON

The Falcon is light ground attack craft, designed for close air support missions. Built around the Raven dropship chassis, the Falcon is able to loiter over the combat zone, presenting a constant threat to enemy ground units. It shares considerable commonality with the Raven, reducing construction costs and simplifying maintenance.

The Falcon is just as fast and manoeuvrable as the Raven, although it is also lightly armoured. This makes it best employed against unfortunate, defenceless ground targets.

The Falcon is armed with a pair of devastating UM-28 'Vindicator' Gatling cannons. These have been calibrated for focused, converging fire. The sheer volume of lead these shell-hoses can send downrange is capable of shredding a main battle tank in seconds.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
FALCON	5	24"	A	1	46	Aircraft	Support	1-4 wide	S	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin UM-28 Gatling Cannon	11	1	3+	∞	12"	12"	F(narrow)	N/A
Twin UM-5 Gatling	3	4	4+	24"	12"	12"	F	N/A

SABRE MBT SECTION

The Sabre is the primary main battle tank of the UCM, and forms the core of its armoured spearhead. It is a lightweight, low profile design which mounts a formidable UM-100 'Avenger' railgun on a folding turret armature. This makes the vehicle eminently suitable for dropship operations, as well as highly flexible on the battlefield. The gun can be raised to a height of 9.8 feet (centre-bore), giving the Sabre the ability to fire over obstructions while keeping the hull in cover.

Its single crewman operates the Sabre from a prone position deep inside the hull. This configuration protects the driver, and allows the body of the Sabre to reach a mere four feet in height - an excellent low-observable configuration.

It is a highly economic and flexible design, and has been procured by the thousand. Its distinctive profile is a common sight across all theatres of combat, projecting the UCM's power onto diverse and myriad battlefields.

SABRE	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	4"	A	1	37	VEHICLE	STANDARD	3/6/9 STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
'AVENGER' RAILGUN	10	1	2+	∞	24"	4"	F/S/R	ARTICULATED
HEAVY MACHINEGUN	4	2	3+	36"	12"	4"	F/S	N/A

Transport: 1x Albatross Heavy Dropship (9 units each) or: 1-3x Condor Medium Dropships (3 units each). May share 1x Albatross Heavy Dropship with another Sabre Squad or Rapier Squad. The total number of vehicles must equal 9.

RAPIER AA TANK SECTION

The Rapier utilises the Sabre-type hull to mount a fearsome UM-28 'Vindicator' Gatling cannon on a similar folding turret armature. This makes the Rapier an excellent anti-air unit, where the rapid traverse of its turret system can track fast moving aircraft with ease, while sending a hail of shells towards its target.

The vast reserves of ammunition required to feed the Vindicator are stored inside the hull and fed to the weapon via a complex internal path. The Rapier utilises a far more modest power generator than the Sabre, freeing space for this purpose, since the UM-28 has minimal power requirements. The Rapier can also turn the Vindicator on massed infantry formations firing in 'wide burst' mode, causing unbelievable carnage. This is achieved by rapid, tiny movements in the weapon armature, intentionally reducing accuracy but causing widespread devastation downrange.

RAPIER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	10	4"	A	1	45	VEHICLE	SUPPORT	3 WIDE	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
'VINDICATOR', FOCUSED PATTERN	7	3	3+	∞	18"	4"	F/S/R	ALT-1, AA, ARTICULATED
'VINDICATOR' , WIDE PATTERN	4	8	3+	24"	12"	4"	F/S/R	ALT-1, ARTICULATED
HEAVY MACHINEGUN	4	2	3+	36"	12"	4"	F/S	N/A

Transport: 1x Condor Medium Dropship (3 units each). May share 1x Albatross Heavy Dropship with a Sabre Squad. The total number of vehicles must equal 9.

GLADIUS HBT SECTION

The Gladius heavy battle tank is the armoured fist of the UCM, a large, resilient vehicle capable of taking on the toughest of opponents. It sports a pair of UM-100 'Avenger' railguns on a folding turret armature, giving it a similarly low profile and observation abilities to the Sabre. This makes the Gladius a deadly adversary on the open battlefield, where raw power takes precedence over agility.

The Gladius shares several dimensions with its smaller cousin, since its hull is an extension of the standard design. This allows for considerable commonality between all UCM tank designs, reducing cost and increasing ease of maintenance.

The power drain of its twin railguns requires a much larger power generator, and as such the Gladius is somewhat slower than the more nimble Sabre. However, it is still relatively lightweight for a tank of its size, facilitating carriage by dropship.

	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
GLADIUS	10	3"	A	2	59	Vehicle	Heavy	2/4/6 STANDARD	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin 'Avenger' Railguns	10	2	2+	∞	24"	3"	F/S/R	Articulated
Twin UM-5 Gatling	3	4	3+	24"	12"	3"	F/S/R	N/A

Transport: 1x Albatross Heavy Dropship (6 units each) or: 1-3x Condor Medium Dropships (2 units each). May share 1x Albatross Heavy Dropship with another Gladius Squad or Scimitar Squad. The total number of vehicles must equal 6.

SCIMITAR TANK DESTROYER BATTERY

The Scimitar is a new heavy tank design currently undergoing its first combat trials. It is equipped with the experimental UMX-1 'Marksman' Battlefield Laser. Its long range killing power has lead to its hasty adoption by the UCMA, since a weapon able to circumvent active countermeasures was desperately needed. As such, the Scimitar fulfils the crucial role of tank destroyer, giving UCM forces the ability to strike at distant targets with impunity.

Using the Galdius-type hull, the Scimitar is also able to soak up considerable punishment. This gives it the ability to go toe-to-toe with the heaviest of its prey. Although its time on the battlefield has so far been brief, reports from the front suggest the Scimitar has been well received. Despite reliability issues, its unique abilities have been highly prized by many commanders. However, the UMX-1's massive power drain precludes firing on the move. In addition to a fixed weapon mount, this makes the Scimitar unsuitable for close engagements.

	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
SCIMITAR	10	3"	A	2	50	Vehicle	Heavy	2/4 STANDARD	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
'Marksman' laser	10	1	2+	∞	∞	0"	F	The Marksman's Touch
Twin UM-5 Gatling	3	4	3+	24"	12"	3"	F/S/R	N/A

Transport: 1-2x Condor Medium Dropships (2 units each) May share 1x Albatross Heavy Dropship with another Scimitar Squad or Gladius Squad. The total number of vehicles must equal 6.

*** Special Rule - The Marksman's Touch:** *This weapon's extreme accuracy allows the targeting of essential systems and chinks in armour. If a roll of 6 is achieved when rolling to hit, 2 Dp are automatically inflicted, in place of rolling to inflict damage. A Passive Countermeasures roll may still be taken before this damage is inflicted.*

WOLVERINE LAV TEAM (TYPE-A AND B)

The Wolverine light armoured vehicle is an agile, cross-country scout unit. It is designed for reconnaissance and flanking operations, where its high speed and low signature can be best utilised. It is also a favourite in urban operations, where its small size gives it access to areas denied to larger units.

The Wolverine-A is equipped with a UM-303 minigun, giving this small vehicle anti-air capability in addition to excellent infantry killing power. However, the UM-303's small calibre makes the Wolverine-A less effective than the Rapier in the anti-air role.

The Wolverine-B mounts a UM-105B missile launcher, giving it anti-tank capability out of proportion to its small size. The common flaws of rocket technology make the Wolverine-B ineffective on the open battlefield. However, it is lethal in urban confines, where the missiles short effective range against active countermeasures is unimportant.

WOLVERINE A/B	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	6	9"	A	1	18/16	Vehicle	Scout	4/6/8 standard	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
'Punisher' minigun (Wolverine A)	6	1	3+	36"	12"	9"	F/S/R	AA
Missile Launcher (Wolverine B)	8	1	2+	36"	9"	9"	F/S/R	SC

Transport: 2-4x Raven-B Light Dropships (2 units each)

BEAR APC

The eight-wheeled Bear armoured personnel carrier is the premier transport for UCM mechanised infantry. Its armoured hide provides protection for up to 15 Colonial Legionnaires and gives them a faster time-to-target speed. A pair of these behemoths has enough capacity to carry an entire platoon into the thick of the action.

The Bear is often employed where resistance is likely to be fierce, and has been proven to significantly reduce overall casualties. It is commonly employed against defences with extensive anti-air protection that prohibit the use of lightly armoured dropships near the frontline.

In keeping with UCM military doctrine, the Bear is designed for the sole purpose of infantry transport, which precludes the use of heavy weapons systems. However, the Bear does feature a twin UM-5 'Vendetta' machinegun, more commonly found on AASC aircraft. This allows it to provide fire support against enemy infantry formations.

BEAR	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	8	6"	A	2	16	Vehicle	Transport	T, standard	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin UM-5 Gatling	3	4	4+	24"	12"	6"	F/S/R	N/A

KODIAK ACV

The Kodiak armoured command vehicle is an extensively modified version of the Bear which foregoes transport capacity in favour of a battlefield command centre. This provides a mobile base from which a UCM commander and staff can direct frontline operations.

The Kodiak features a large communications dish and electronic warfare suite mounted on a dedicated trailer allowing the Kodiak to conduct high fidelity ground-orbit communications at a robust level of encryption. In the most desperate of situations, this gives the Kodiak the option to direct tactical directed energy orbital strikes.

The Kodiak is also equipped with much thicker armour than the basic Bear, providing excellent protection to the crucial assets it contains, making the Kodiak the AHQ's only sensible choice for a frontline command centre.

KODIAK	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	9	4"	A	4	108	VEHICLE	COMMAND	1	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TACTICAL ORBITAL STRIKE	13	1	2+	∞	∞	0"	F/S/R	IF, CALL IT IN*

Transport: 1x Condor Medium Dropship (1 unit each).

* **Special Rule - Call it in:** *An orbital strike suffers a +1 penalty to its accuracy value (to a maximum of 6+) if fired against a target which has moved this turn or last turn. Infantry inside a building cannot be targeted directly with this weapon (feel free to demolish the building though!).*

COLONIAL LEGIONNAIRE SQUAD

The Colonial Legions make up the majority of the UCMA's vast manpower and almost all of its fighting soldiers. The average Colonial Legionnaire is reasonably well trained and equipped with basic but well proven kit.

These brave men and women form the beating heart of the UCMA and must face untold horrors in the name of humanity, armed only with a rifle, pistol and bayonet. What they lack in advanced equipment they make up for in determination, courage, and above all, numbers.

Each legion is a gargantuan formation at over a million fighting men strong; however, deployment en masse does not normally occur. The UCM sells the lives of its soldiers dearly and as such they are usually mechanised and deployed at platoon level. This provides them with the protection, speed, and tactical flexibility necessary to prevail in fast-paced warfare.

LEGIONNAIRES	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
	2	2"	N/A	5	26	INFANTRY	TROOPS	1	5+	2/3, B2B	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
UM-3 ASSAULT RIFLES	3	4	3+	36"	9"	1"	F/S/R	RW-1, SA-6
'PHOENIX' MISSILE LAUNCHER	9	1	3+	∞	9"	0"	F/S/R	SC

Transport: 1x Raven A Light Dropship (2 units only) or: 1x Bear APC (3 units only) in addition, may share 1x Condor Medium Dropship with another Colonial Legionnaire Squad or Praetorian Squad, providing they are both mounted in Bear APC's.

PRAETORIAN TEAM

The Praetorian Special Forces are in an entirely different league from standard legionnaires. While their equipment is similar to that utilised by the ordinary infantry, the Praetorians are the epitome of the elite soldier. Ascension to their ranks in through extended service and merit only.

They are deadly warriors through skill and aggression, not through exotic wargear, and are specialists in room clearance, CQB and clandestine operations. Praetorians shun the open battlefield, where their skills are of little use against superior firepower.

Praetorians favour the Raven Light Dropship as their transport of choice, since it provides a high speed route to their objective. Praetorians are trained to fast-rope from these aerial platforms directly onto their objectives, increasing the element of surprise before their devastating assault.

	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
PRAETORIANS	2	2"	N/A	5	48	Infantry	Exotic	3	3+	2/3, B2B	Dodge 4+, Fast Roping*

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
UM-3 SMG special	2	10	2+	12"	6"	2"	F/S/R	RW-2

Transport: 1x Raven A Light Dropship (2 units only) or: 1x Bear APC (3 units only) in addition, may share 1x Condor Medium Dropship with another Praetorian Squad or Colonial Legionnaire Squad, providing they are both mounted in Bear APC's.

* **Special rule - Fast Roping:** *Praetorians are adept and descending by rope straight onto the roof of a target building, facilitating rapid entry. They may disembark from an aerial transport directly into a structure, when the transport is above the structure (i.e. positioned over the roof). This works in exactly the same way as disembarking a ground transport directly into a structure. The aerial transport does not need to Land to achieve this. There doesn't have to be an obvious entrance on the roof - these guys carry breaching charges!*

UCM ARMY LISTS

	STANDARD ARMY ROSTER					
	BATTLEGROUP TYPE					
GAME SIZE	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
SKIRMISH	0-1	1	1-2	0-1	0	5
CLASH	1	1-2	1-2	0-2	0-1	6
BATTLE	1	1-2	1-2	0-2	0-1	7

UCM FIELD COMMAND

HQ	SKIRMISH	CLASH	BATTLE
COMMAND	1	1	1-2
SCOUT	0-1	0-2	0-2
EXOTIC	0	0-1	0-2
SUPPORT	0-1	0-1	0-1
MAX	2	3	4

COLONIAL ARMOURED FORMATION

ARMOUR	SKIRMISH	CLASH	BATTLE
COMMAND	0	0	0-1
STANDARD	1-2	1-2	1-2
SUPPORT	0-1	0-1	0-2
MAX	2	2	3

COLONIAL LEGIONNAIRE CORPS

INFANTRY	SKIRMISH	CLASH	BATTLE
TROOPS	1-2	1-3	1-4
SUPPORT	0	0-1	0-1
MAX	2	3	4

UCM SPECIAL ORDNANCE SECTION

SPECIAL	SKIRMISH	CLASH	BATTLE
HEAVY	0-1	1-2	1-2
SUPPORT	0-1	0-1	0-1
MAX	1	2	3

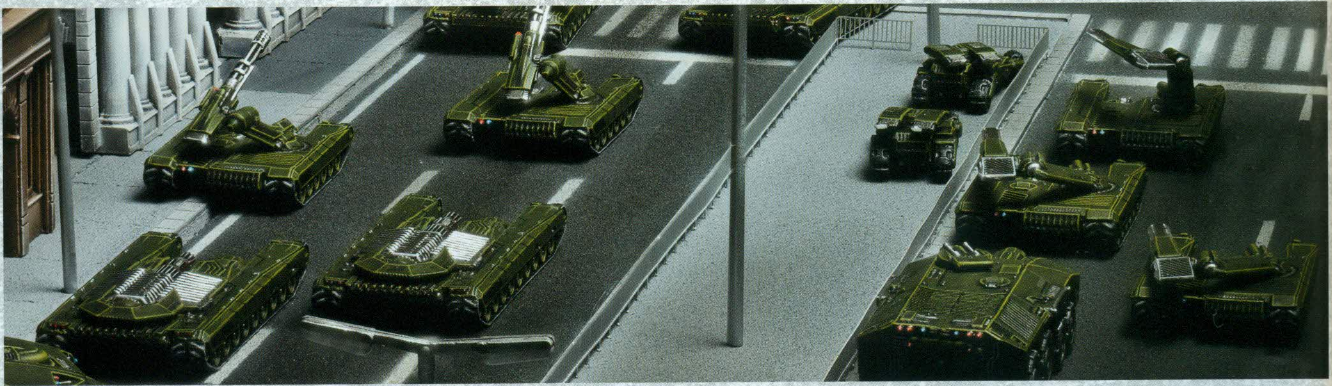
COLONIAL FLEET AIR WING

FLEET	SKIRMISH	CLASH	BATTLE
AIR	1	1-2	1-3
MAX	1	2	3

UCM EXPEDITIONARY GROUP

SPECIAL	SKIRMISH	CLASH	BATTLE
SCOUT	1	1-2	1-3
EXOTIC	0-1	0-2	0-2
MAX	2	3	4

COMMANDER	CV	RADIUS	ALLOWED	PTS
COLONIAL SQUAD LEADER	2	9"	S/C/B	35
COLONIAL LIEUTENANT	3	12"	S/C/B	60
COLONIAL CAPTAIN	4	18"	C/B	95
COLONIAL GENERAL	5	22"	C/B	140
COLONIAL FIELD MARSHAL	6	24"	B	220



SCOURGE UNITS

DESPOILER HEAVY DROPSHIP

The Despoiler is the primary mass Landing craft of Scourge invasion fleets. It is instantly recognisable due to its unique vertical configuration; it is a towering monstrosity, a dreadful harbinger of doom. The arrival of a fleet of Despoilers is always the precursor to a Scourge ground incursion, and the terrible slaughter that inevitably follows.

It carries up to nine sinister grav tanks, each one able to run rings round human vehicles, reducing them to molten wrecks. The Despoiler's charges can detach from the vehicle with lightning speed, dropping to combat altitude in seconds. The Despoiler is also armed with a twin Plasma Cannon, making it just as capable as a heavy tank at clearing dropzones of enemy vehicles.

Unlike the dropships of other races, the Despoiler (as well as other Scourge Landing craft) is strictly a one-way vehicle. Since the Scourge are utterly dedicated to invasion and usurpation, they have no need of retreat.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
DESPOILER	5	18"	A	5	72	AIRCRAFT	TRANSPORT	T, WIDE	L	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN PLASMA CANNONS*	11	2	4+	12"	12"	9"	F/S	DEMOLISHER-2

*** Plasma Cannons Upgrade:** *A Despoiler may be upgraded with plasma cannons for +30pts*
Special rule - Plasma Burst: *Shots from this weapon deal twice the usual amount of damage points to infantry, when firing upon them directly.*

MARAUDER MEDIUM DROPSHIP

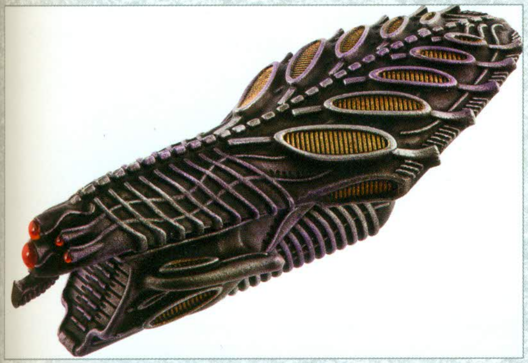
The Marauder is a lighter version of the Despoiler, and is generally employed at the spearhead of Landing forces, getting heavy armour to the front ahead of the main force. It is also often used to deliver smaller, specialised groups to the battlefield. Due to its small footprint, it has the advantage of being able to reach dropzones inaccessible to dropships of other races.

It is faster than the Despoiler, although somewhat easier to destroy. Infantry have more to fear from the Marauder, however, since it is armed with the sinister Plasma Hose, which rains superheated death from on high, turning men to ash in microseconds. Despite its short range, this weapon can also be employed against defenceless ground vehicles, making the Marauder more effective at missions requiring close air support. In line with Scourge tactics, the Marauder uses its high speed to reach the enemy in an alarmingly short time, and to bring its weapon into range.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
MARAUDER	5	24"	A	3	41	AIRCRAFT	TRANSPORT	T, WIDE	S	N/A

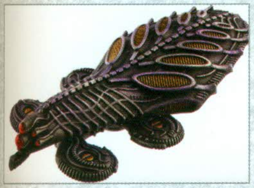
WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA HOSE (SPREAD PATTERN)	4	3	3+	6"	6"	12"	F	ALT-1
PLASMA HOSE (CONCENTRATED PATTERN)	9	1	3+	6"	6"	12"	F	ALT-1

INTRUDER LIGHT DROPSHIP (ALPHA AND BETA VARIANTS)



The Intruder is the smallest and fastest of all Scourge dropships, and is designed to ferry a range of lighter cargo to the battlefield. It is armed with the same deadly Plasma Hose as the Marauder, making a large group of Intruders a particularly dangerous foe.

The Alpha variant carries Scourge warriors directly into the thick of the action. It is most commonly used to assail time critical objectives, where infantry can be delivered to storm buildings far quicker than through ground based APC's.



The Beta variant carries the smallest of Scourge vehicles, the Minder and the Prowler. In so doing, it can be used to deploy a string of air defences before the enemy has time to react, or to deliver terrifying scout units to lie in wait for unsuspecting victims.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
INTRUDER α/β	5	30"	A	1	40/24	Aircraft	Transport	T, wide	S	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Plasma Hose (spread pattern)	4	3	3+	6"	6"	12"	F	Alt-1
Plasma Hose (concentrated pattern)	9	1	3+	6"	6"	12"	F	Alt-1

CORSAIR SWARM

The Corsair is a small, agile interceptor craft armed with a single, powerful Plasma Cannon. Unusually for a fighter, this features a very low rate of fire. However, an impact from this anti-tank weapon is almost always fatal for anything less than the heaviest aircraft. UCM pilots have described its effects against light aircraft armour as 'total overkill'. The Corsair's primary tactic is to hold fire until it has reached almost point blank range in order to place a single, devastating shot. This makes it a sinister opponent in a dogfight, since a pilot seldom has the warning of inaccurate fire, and would have absolutely no chance of bailing out should a single blast hit home.

The main reason that the Corsair deploys such a powerful weapon is that it is routinely employed for ground attack missions against enemy armour. Corsairs often run ahead of Scourge dropship flotillas, risking destruction in the quest to annihilate enemy air defences, allowing the Scourge to Land in close proximity to their quarry. Indeed, Corsairs seem to readily abandon their own lives in favour of the masses, suggesting some kind of hive-like consciousness in Scourge armies. Presently, this is pure speculation.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
CORSAIR	5	FM	A	1	68	Aircraft	Air	1-4 wide	S	Interceptor

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Plasma Cannon*	11	1	4+	12"	12"	N/A	F(narrow)	Demolisher-2, AA

Special rule - The Whites of their Eyes: *The Corsair only suffers a +1 modifier to its Ac value (instead of the usual +2) during an intercept if following the target's movement corridor and shooting from a distance of 6".*

***Special rule - Plasma Burst:** *Shots from this weapon deal twice the usual amount of damage points to infantry, when firing upon them directly.*

MINDER SWARM

The Minder is a tiny aerial craft, although it is still exceedingly hazardous to approach. It is atypical of most Scourge units since it fulfils a purely defensive role. Armed with a small version of the deadly Arc Caster, the Minder exists solely to cover invasion armadas from air attack.

Clouds of Minders are often deployed ahead of a major Landing, providing excellent protection for dropships against roving fighters before they make planetfall. Since the Arc Caster can only effectively target isolated units, the Minder is almost useless for engaging ground targets. The Minder is rather slow for an aircraft, since the vast majority of its power is required to feed the Arc Caster and to keep it aloft. Its miniature engines are normally only used for local relocation manoeuvres. Unlike most other fliers, it usually reaches its destination in good time via dropship insertion.

When successfully positioned early enough, a sufficiently large swarm of Minders is able to grant the Scourge total air superiority where needed. This allows ground units to conduct their sinister work with impunity.

MINDER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	3	4"	A	1	8	AIRCRAFT	SCOUT	4/8 WIDE	TINY	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
MICRO ARC CASTER	6	1	2+/6+*	6"	6"	4"	F/S/R	AA

Transport: 1-2x Intruder β (4 units each).

* **Special rule - Arc Caster:** *This weapon uses a 2+ Ac rating when firing at aircraft in the air, and a 6+ Ac rating when firing at all other targets.*

HUNTER MGT SQUADRON

The Hunter is a formidable frontline armoured unit, the Scourge's closest equivalent to a main battle tank. Unlike its more primitive counterparts, the Hunter employs an advanced Anti-Grav repulsion drive to float several feet above the battlefield. This allows it to glide towards the enemy with sinister purpose and unnerving speed.

It is armed with a single, devastating Plasma Cannon. This awesome weapon is capable of reducing a heavy battle tank to molten slurry in a single shot. It's only major shortcoming is its limited effective range. This makes Hunters particularly aggressive foes, as they invariably use their great speed to advance into killing range.

The Hunter must also utilize its excellent pace to out-manoeuvre its more cumbersome rivals, since its armour is modest for a main battle tank.

HUNTER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	9"	A	1	35	VEHICLE	STANDARD	3/6/9 STANDARD	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA CANNON*	11	1	2+	12"	12"	9"	F/S/R	DEMOLISHER-2

Transport: 1x Despoiler Heavy Dropship (9 units each) or: 1-3x Marauder Medium Dropships (3 units each). May share 1x Despoiler Heavy Dropship with another Hunter Squad or Reaper Squad. The total number of vehicles must equal 9.

***Special rule - Plasma Burst:** *Shots from this weapon deal twice the usual amount of damage points to infantry, when firing upon them directly.*

REAPER AAGT SQUADRON

The Reaper is a dedicated anti-air unit. It is built around the unique Arc Caster, possibly the most highly specialised of all AA weapons encountered by humanity. Its great accuracy is achieved as the weapon's beam automatically latches onto isolated targets. These same properties make it virtually useless against ground units, where the beam all too easily targets inanimate terrain rather than the intended victim.

The Reaper uses the Hunter's chassis and drive, and as such shares its blistering combat speed. This allows it to actively hunt slower enemy fliers in a way that few other ground vehicles can match. This is just as well, since the Arc Caster has a very limited range.

REAPER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	9"	A	1	39	VEHICLE	SUPPORT	3 WIDE	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ARC CASTER	8	2	2+/6+*	9"	9"	9"	F/S/R	AA

Transport: 1x Marauder Medium Dropship (3 units each). May share 1x Despoiler Heavy Dropship with a Hunter Squad. The total number of vehicles must equal 9.

* **Special rule - Arc Caster:** *This weapon uses a 2+ Ac rating when firing at aircraft in the air, and a 6+ Ac rating when firing at all other targets.*

SLAYER HGT SQUADRON

The Slayer is the Scourge's premier heavy tank equivalent, an offensive powerhouse of matchless anti-armour firepower. Armed with a pair of lethal Plasma Cannons, vehicle kills are virtually assured. Although somewhat slower than the Hunter, it is still more than capable of running rings round the armoured units of more primitive races.

Aside from simply being a heavier version of the Hunter, the Slayer also has another, no less frightening trick up its sleeve. Inside its armoured bowels is a set of habi-tubes, able to cage a trio of lethal Razorworms. The Slayer uses these predatory Scourge hosts as living weapons, releasing them near occupied buildings, where they then root out and eviscerate stubbornly dug in enemy troops.

SLAYER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	6"	A	2	54	VEHICLE	HEAVY	2/4/6 STANDARD	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TWIN PLASMA CANNONS*	11	2	2+	12"	12"	6"	F/S/R	DEMOLISHER-2

Transport: 1x Despoiler Heavy Dropship (6 units each) or: 1-3x Marauder Medium Dropships (2 units each). May share 1x Despoiler Heavy Dropship with another Slayer Squad or Tormentor Squad. The total number of vehicles must equal 6.

Special rule - Sinister Cargo: *Each Slayer may carry a single base of Razorworms into battle at +36pts. Once disembarked, each Razorworm base counts as a separate Squad. Razorworms may only deploy from the Slayer, they may not embark.*

***Special rule - Plasma Burst:** *Shots from this weapon deal twice the usual amount of damage points to infantry, when firing upon them directly.*

TORMENTOR HGT SQUADRON

In most respects, the Tormentor is similar to the Slayer. It shares the same chassis, as well as its ability to carry a trio of deadly Razorworms into battle.

Possibly even more terrifying than its predatory cargo is its repulsive weapon system. The shocking Acid Streamer spurts an appallingly noxious substance, which can degenerate biological matter to mire in microseconds. This is disgorged from a flexible trunk, allowing the substance to be injected into buildings, where it quickly sublimes into a lethal gas. In this way, it is able to root out infantry from the very depths of structures, meaning that there is no place to hide from its horror. It is probably more feared by the humble infantryman than any other weapon.

TORMENTOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	6"	A	2	54	VEHICLE	HEAVY	2/4 STANDARD	SKIMMER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ACID STREAMER	4	10	3+	6"	6"	6"	F/S/R	FLAME

Transport: 1-2x Marauder Medium Dropships (2 units each). May share 1x Despoiler Heavy Dropship with another Tormentor Squad or Slayer Squad. The total number of vehicles must equal 6.

* **Special rule - Sinister Cargo:** *Each Tormentor may carry a single base of Razorworms into battle at +36pts. Once disembarked, each Razorworm base counts as a separate Squad. Razorworms may only disembark from the Tormentor, they may not embark.*

PROWLER PACK

The Prowler is a tiny four legged walker, the like of which is not seen in the employ of any other race. Indeed, its modus-operandi is unique and wholly symptomatic of Scourge military tactics.

It is armed with a sinister variant of the Plasma Hose, the Plasma Proboscis. This devious weapon can either spew plasma in a wide pattern, or be utilised in an anti-armour role. Here, the Prowler pounces on an enemy tank, and injects molten plasma directly into the vehicle's crew compartment, atomising all those unfortunate enough to still be inside. The sight of a large pack of Prowlers skittering forwards has often been enough to make terrified crews abandon their vehicles rather than be roasted alive in an armoured coffin.

The Prowler also serves as a scout unit due to its small form and excellent mobility which allows it to evade detection. As a walker, it can also remain dormant for days if necessary, since it does not unitise Anti-Grav drives. This attribute makes it an excellent ambush predator. Amongst resistance fighters, the silhouette of the Prowler is identified with Scourge oppression, since vast numbers of them patrol the deserted sectors of once glorious human cities. The only glimmer of hope they possess is that with its light armour, the Prowler is vulnerable to heavy calibre small arms fire.

PROWLER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	5	6"	A	1	9	VEHICLE	SCOUT	4/8 STANDARD	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA PROBOSCIS (INJECT)	11	1	3+	CC	CC	6"	F	ALT-1
PLASMA PROBOSCIS (SPEW)	4	3	4+	6"	6"	6"	F	ALT-1

Transport: 1-2x Intruder β (4 units each)

DESOLATOR

The sinister Desolator is perhaps the most feared of all Scourge engines of destruction, although it is thankfully a rare sight. Its distinctive floating silhouette is mainly derived from its colossal weapons system, the frankly shocking Ion Storm Generator. The majority of the enormous aircraft's power matrix is dedicated to feeding this vast superweapon.

Due to the Ion Storm Generator's indiscriminate lethality, the Desolator often operates away from the main force to avoid friendly fire. Indeed, groups of Desolators are occasionally used to wipe whole grid references clean of enemies, especially when the enemy is without air cover. Due to its great bulk and the massive power requirements, the Desolator is fairly slow for an aerial unit. Although this is a small blessing for beleaguered defenders, the inexorable advance of these behemoths is enough to corrode morale and ultimately cause rout. The Desolator also appears to be occasionally employed in some sort of command role. Clearly, the Scourge leadership caste prefer to take to the battlefield in the most terrifying chariot their prolific technology can provide. The elimination of Desolators whenever they appear is a primary UCM tactical directive, since their destruction is not only great cause for relief, but also seems to break up Scourge unity of movement.

DESOLATOR	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	LZ	SPECIAL
	6	12"	A	6	140	AIRCRAFT	COMMAND	1	L	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
ION STORM GENERATOR (WIDE)	11	1	6+/3+*	12"*	12"*	9"	SPECIAL*	ALT-1
ION STORM GENERATOR (FOCUSED)	13	1	2+	6"	6"	9"	F/S/R	DEMOLISHER-D6+1, ALT-1

* **Special rule - Eye of the Storm:** *The Ion Storm Generator (wide) does not fire at a single target. Instead, roll to hit ALL vehicles, infantry bases and structures within range simultaneously. Units within 6" are hit on a 3+, units between 6" and 12" are hit on a 6+ This includes your own units!*

INVADER APC

The Invader is the Scourge's primary armoured personnel carrier, and a common sight amidst Scourge armies. Its approach is greatly feared however, as it invariably precludes the assault of sinister Scourge infantry units. Its large front assault ramp allows its cargo to spill forth from its armoured prow, straight into the fray.

The Invader is an unusual vehicle by Scourge standards, since it's unarmed! However, this is more than compensated for by its considerable carrying capacity - a full squad of 15 Warriors. Given the space taken up by the Anti-Grav drive, it is perhaps unsurprising that there was no room to include a weapon.

INVADER	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
	8	6"	A	2	17	VEHICLE	TRANSPORT	T, STANDARD	SKIMMER

* **Special rule - Speed Boost:** *The Invader may move an additional 3" when it is able to move at its normal maximum speed. This does NOT increase its Mv value however, so cannot take effect when disembarking/ embarking etc.*

WARRIOR HORDE

Warriors are the frontline foot soldiers of the Scourge - unfortunate puppets who must endure a lifetime of neuro-suppression and vice-like control as a Scourge host. As the Scourge ages, its grip starts to slip, revealing the mind of the host, tortured into insanity after decades and sometimes centuries of mental oppression. These 'Aged Ones' are particularly bloodthirsty, if uncoordinated.

The majority of Scourge Warriors encountered in the 27th century are former humans, once free occupants of mankind's glittering cities. However, it's not unheard of to find reports of outlandish warriors, clearly remnants of past Scourge conquests.

Scourge Warriors are armed with the lethal Plasma Rifle, a weapon which can vaporise a man from the inside out. As the projectile's containment field fails, it releases molten plasma into the heart of the body. Focused fire from these high energy weapons can even be a threat to armoured units.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
WARRIORS	2	2"	N/A	5	27**	INFANTRY	TROOPS	1	4+	2/3, B2B	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PLASMA RIFLES	4*	5	3+	12"	12"	1"	F/S/R	RW-1, SA-7

Transport: 1x Intruder α Light Dropship (2 units only) or: 1x Invader APC (3 units only). in addition, may share 1x Marauder Medium Dropship with another Warrior Squad, providing they are both mounted in Invader APC's.

* **Special rule - Combined Fire:** *3 hits on a single enemy unit may be combined into a single Energy 11 hit.*

** **Special rule - Aged Ones:** *A Squad of warriors may be upgraded to Aged Ones at a cost of +15pts per base (the whole Squad must be upgraded). Aged Ones gain +1 CQB and -2 F, and suffer a +2 modifier to their weapon's Ac value. Aged Ones also gain the Bloodthirsty special rule.*

RAZORWORM PACK

The Razorworm is a merciless predator, a terror of dark places and a living nightmare in chitin, flesh and claws. As a particularly virulent life form, the Scourge maintains breeding stock of these voracious aliens for use as hosts.

Scourge controlled Razorworms lose none of their incredible killing power, but gain a calculating and merciless intelligence unnatural to the host. This makes them excellent room clearance specialists.

The ominous sound of the Razorworm's many wickedly sharp claws scraping along an overhead ventilation duct is often the last thing many get to hear, save the sound of their own screams.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	CQB	F	S+C	SPECIAL
RAZORWORMS	3	3"	N/A	3	25**	INFANTRY	N/A	4	FEARLESS	1	DODGE 5+, BLOODTHIRSTY

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
TEETH AND CLAWS!	5	3	2+	CC	CC	3"	F/S/R	RW-1

* **Special Rule - Living Weapons:** *Razorworms are vicious, single minded killing machines, without the benefit of opposable thumbs! As such, they can't take or hold objectives.*

** **NB:** *Razorworms can only be taken in conjunction with other units e.g. see Slayer HGT*

SCOURGE ARMY LISTS

	STANDARD ARMY ROSTER					
	Battlegroup Type					
Game Size	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
Skirmish	0-1	1	1-2	0-1	0	5
Clash	1	1-2	1-2	0-2	0-1	6
Battle	1	1-2	1-2	0-2	0-1	7

SCOURGE OPPRESSORS			
HQ	Skirmish	Clash	Battle
COMMAND	1	1-2	1-3
SCOUT	0-1	0-2	0-2
SUPPORT	0-1	0-1	0-1
MAX	2	3	4

SCOURGE VANGUARD			
ARMOUR	Skirmish	Clash	Battle
STANDARD	1-2	1-2	1-2
SUPPORT	0-1	0-1	0-1
MAX	2	2	3

SCOURGE WARRIOR CABAL			
INFANTRY	Skirmish	Clash	Battle
TROOPS	1-2	1-3	1-4
SUPPORT	0	0-1	0-1
MAX	2	3	4

SCOURGE INVASION HOST			
SPECIAL	Skirmish	Clash	Battle
HEAVY	0-1	1-2	1-2
SUPPORT	0-1	0-1	0-1
MAX	1	2	3

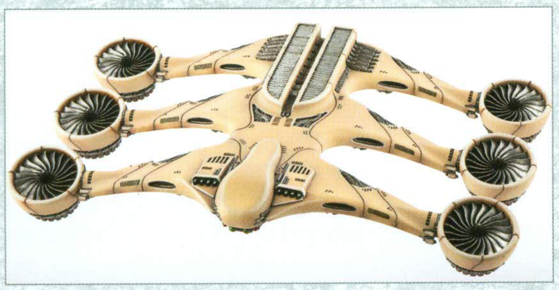
SCOURGE ATTACK SWARM			
FLEET	Skirmish	Clash	Battle
AIR	1	1-2	1-3
MAX	1	2	3

SCOURGE OCCUPATION PATROL			
SPECIAL	Skirmish	Clash	Battle
SCOUT	1	1-2	1-3
EXOTIC	0-1	0-2	0-2
SUPPORT	0-1	0-1	0-1
MAX	2	3	4

COMMANDER	CV	RADIUS	ALLOWED	PTS
SCOURGE ENSLAVER	2	9"	S/C/B	30
SCOURGE CHAMPION	3	12"	S/C/B	55
SCOURGE MASTER	4	18"	C/B	85
SCOURGE OVERLORD	5	22"	C/B	120
SCOURGE PUPPETEER	6	24"	B	195

PHR UNITS

POSEIDON CLASS HEAVY DROPSHIP



The Poseidon class heavy dropship is the primary mass transport workhorse of the PHR. Capable of carrying a wide range of armoured units, the Poseidon's heavy lift abilities are second to none. In its primary role it can deliver a full squadron of six battle walkers from orbit direct to the frontline. Its configuration allows these to deploy facing outwards, enabling engagement with the enemy the instant they hit terra-firma.

Its design is focused solely on lifting ability, and as such it is relatively lightly armed. However, its use of a Shadowkiller stealth missile launcher makes it a threat to enemy armour occupying the dropzone.

The Poseidon's durability is already legendary. Heavily armoured, it has the capacity to absorb considerable punishment. This allows it to operate closer to hostile forces than would normally be deemed prudent by commanders without access to such a remarkable machine.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
POSEIDON	6	12"	A	6	81	AIRCRAFT	TRANSPORT	T, WIDE	L	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
STEALTH MISSILE BATTERY	7	1	3+	36"	12"	9"	F	SC

NEPTUNE CLASS MEDIUM DROPSHIP

The Neptune class is the primary tactical orbital insertion dropship of the PHR. With the ability to carry most PHR armoured units and to fulfil a wide range of needs, its flexibility is unmatched by its larger cousin, the Poseidon.

Typical mission profiles include orbital insertion to hostile dropzones, rapid extraction and urban operations. With a smaller footprint, greater manoeuvrability and higher combat speed, it can operate in environments unsuitable for larger craft. It is often employed to deliver mechanised infantry platoons, artillery detachments and surgical strike teams.

It is also well armed enough to clear DZ's and provide close air support to ground units with advanced Shadowkiller stealth missiles. A trio of Neptunes are often preferred over a single Poseidon for missions requiring effective air support, since combined they can deliver three times the firepower.

It is more heavily built than its UCM counterpart, and can withstand greater enemy fire, in line with PHR military doctrine.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
NEPTUNE	6	16"	A	3	45	AIRCRAFT	TRANSPORT	T, WIDE	L	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
STEALTH MISSILE BATTERY	7	1	3+	36"	12"	9"	F	SC

TRITON CLASS STRIKE DROPSHIP (A1/A2 VARIANTS)

The Triton is a multi-role atmospheric flier acting as both a light transport and gunship. Modular weapon systems can be added or removed rapidly, allowing the aircraft to be flexibly equipped at short notice.

In its simplest, unarmed capacity it is a cost effective, fast, robust transport able to carry a 10 man infantry squad (A1 variant) or a pair of Scout Walkers (A2 variant). When equipped with weapons however, these humble craft are transformed into lethal battlefield hunters, able to lay down relentless close air support. Due to its heavy build, the Triton maintains full transport capacity when weaponized. A fully equipped Triton is a serious threat to all ground units.

Typical mission profiles include clandestine scout insertion, direct infantry transport and pure close air support. Its small footprint, good manoeuvrability and agility make it particularly suited to urban operations. The Triton's unique qualities have made it the favoured transport of the deadly Siren Corps. While not as fast as its UCM equivalent, it is much heavier and better armoured with unmatched flexibility.

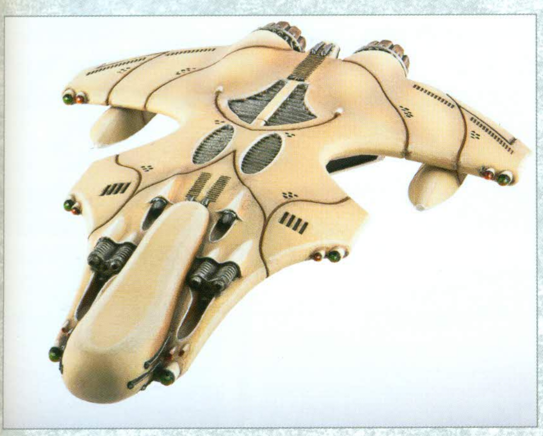
TRITON A1/A2	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	6	20"	A	1	32/20	Aircraft	Transport	T, wide	S	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin Stealth Missile Battery*	7	2	3+	36"	12"	12"	F	SC
Twin RX-20 Miniguns*	3	6	3+	24"	12"	12"	F	N/A

* **Stealth Missiles Upgrade:** *A Triton may be upgraded with twin stealth missile batteries for +15pts*

* **Miniguns Upgrade:** *A Triton may be upgraded with twin RX-20 miniguns for +3pts*

ATHENA AIR SUPERIORITY FIGHTER



The Athena is a formidably armed, multi-role heavy fighter. Powerful and well armoured, a single Athena can be more than a match for several lesser interceptors in the hands of a skilled pilot.

Its primary mission profile is air interdiction. Equipped with twin long barrelled Skybane rail repeaters, the Athena can engage enemy aircraft at long range, and with deadly effect. Its under-wing hardpoints can also be loaded with a pair of Cloudspear stealth cruise missiles, making it equally devastating in the ground attack role. A Shadowkiller launcher augments this already lethal firepower, adding anti-tank capability to the Athena's already extensive repertoire.

It is considerably faster at combat speed than most other aircraft encountered over the battlefield, making it difficult to intercept. It is able to supercruise near ground level with the assistance of its support AI and advanced terrain-following scanners.

ATHENA	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	6	FM*	A	2	135	Aircraft	Air	1-2 wide	S	Interceptor

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin RX-1R Rail Repeaters	7	6	4+	∞	24"	N/A	F(narrow)	Alt-1, AA
Stealth Cruise Missile	12	1	2+	∞	12"	N/A	F	Alt-1, L-2, Demolisher-D3+1
Stealth Missile Battery	7	1	3+	36"	12"	N/A	F	Alt-1, SC

* **Special Rule - Supercruise:** *The Athena may opt to complete its attack run/intercept at Supercruise. When doing so, all enemy AA weapons suffer an additional +1 Ac modifier when firing against the Athena (to a maximum of 6+), and all the Athena's weapons suffer the same modifier.*

TYPE-1 (MAIN) BATTLE WALKER SQUADRON

Type-1 Battle Walkers form the armoured spearhead of PHR armies. In various guises, they provide flexible, mobile firepower able to deal with enemy aircraft, infantry and armour. Towering nearly 20 feet in height, the Type-1 is a formidable opponent with a commanding view of the battlefield. It is well armoured, and can absorb damage which would annihilate an ordinary main battle tank. Its mobility is perhaps its greatest strength though, since it is able to traverse difficult terrain with ease.

A single Type-1 squadron may contain a mixture of distinct variants, each featuring different weapons loadouts optimised for the destruction of a specific threat:

	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
TYPE-1 CHASSIS	9	3"	A	2	BELOW	VEHICLE	STANDARD	1-6 STANDARD	WALKER

Transport: 1x Poseidon Heavy Dropship (6 units each) or: 1-3x Neptune Medium Dropships (2 units each). May share 1 x Poseidon Heavy Dropship with another Type-1 Squadron. The total number of vehicles must equal 6.

ARES CLASS (ANTI-ARMOUR) - (42 PTS)

The Ares Class is the most common Type-1 variant encountered by UCM forces. It mounts a fearsome RX-1 railgun in conjunction with an advanced scanning array. The legendary mobility of the Type 1 chassis allows this destructive weapon to be fired when moving at full speed.

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RX-1 RAILGUN	11	1	2+	∞	24"	3"	F/S	CA-1
RX-20 MINIGUN	3	3	3+	36"	12"	3"	F/S	CA-1

* **Special Rule - Scanning Array:** *This weapon's Ac value may never be modified by more than +1 in total (i.e. its accuracy can never be worse than 3+).*

PHOBOS CLASS (ANTI-AIR) - (63 PTS)

The Phobos Class mounts a RX-1R rail repeater in addition to an advanced tracking system. This makes the Phobos a deadly threat to enemy aircraft, providing on the spot protection to Type-1 squadrons. It is not uncommon for this variant to operate in small teams, spreading its lethal abilities over a wider area.

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RX-1R RAIL REPEATER	7	3	3+	∞	24"	3"	F/S	CA-1, AA
RX-20 MINIGUN	3	3	3+	36"	12"	3"	F/S	CA-1

MENCHIT CLASS (ANTI-INFANTRY) - (37 PTS)

This variant's name was derived from an Egyptian war goddess (literally; 'She Who Slaughters'). This could not have been a more apt choice, since this class is equipped with both an additional pair of RX-20 miniguns and an RX-666 flamethrower. When enemy infantry are in the Menchit's sights, a massacre is sure to follow.

WEAPONS	E	Sh	Ac	R(F)	R(C)	MF	Arc	Special
RX-666 FLAMETHROWER	4	6	3+	6"	6"	3"	F/S	CA-1, FLAME
RX-20 MINIGUN TRIAD	3	9	3+	36"	12"	3"	F/S	CA-1

TYPE-2 (HEAVY) BATTLE WALKER SQUADRON

Type-2 Battle Walkers are considerably heavier than the Type 1, and are employed when only a sledgehammer will suffice. The Type-2 chassis is essentially a hardened version of the Type-1, and trades mobility for devastating firepower. In various guises, they provide heavy fire support in a highly resilient package. The mere sight of a squadron of these imposing juggernauts is often enough to send the enemy running for cover, in fear of the rain of munitions they can bring to bear.

A single Type-2 squadron may contain a mixture of distinct variants, each featuring different weapons loadouts optimised for different facets of devastation:

Type-2 Chassis	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	10	2"	A, P5+*	2	Below	Vehicle	Heavy	1-6 Standard	Walker

Transport: 1x Poseidon Heavy Dropship (6 units each) or: 1-3x Neptune Medium Dropships (2 units each) May share 1 x Poseidon Heavy Dropship with another Type-2 Squadron. The total number of vehicles must equal 6.

* **Special Rule - Tough:** *The Type-2 features a P5+ Passive Countermeasures value to represent that fact that it can occasionally shrug off even the most crippling of hits!*

ODIN CLASS (ANTI-ARMOUR) - (65 PTS)

The Odin Class is the most common Type-2 variant encountered by UCM forces. It mounts a pair of RX-1 railguns, making it lethal against all hardened targets. Its superior armour makes it a deadly adversary in protracted firefights.

Weapons	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
RX-1 Railgun Pair	11	2	2+	∞	24"	2"	F/S	CA-1
RX-20 Minigun	3	3	3+	36"	12"	2"	F/S	CA-1

ENYO CLASS (SIEGE) - (65 PTS)

The Enyo Class mounts a pair of RXs-120 smoothbore heavy cannons, designed primarily for structure demolition. This variant is able to level buildings in minutes with repeated salvos of high explosive shells. It also excels at the obliteration of enemy vehicles at close range.

Weapons	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
RXs-120 Smoothbore Pair	10	2	3+	∞	12"	2"	F/S	CA-1, Demolisher-2
RX-20 Minigun	3	3	3+	36"	12"	2"	F/S	CA-1

HYPERION CLASS (TANK DESTROYER) - (59 PTS)

This variant is equipped with the lethal RX-1000 'Sunspear' battlefield laser. It can destroy enemy armour from beyond the effective range of return fire, allowing it to operate with virtual impunity.

Weapons	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
RX-1000 Battlefield Laser	11	1	2+	∞	∞	2"	F/S	CA-1, *
RX-20 Minigun	3	3	3+	36"	12"	2"	F/S	CA-1

* **Special Rule - Sunspear:** *This weapon's extreme accuracy allows the targeting of essential systems and chinks in armour. If a roll of 6 is achieved when rolling to hit, 2 Dp are automatically inflicted, in place of rolling to inflict damage. A Passive Countermeasures roll may still be taken before this damage is inflicted.*

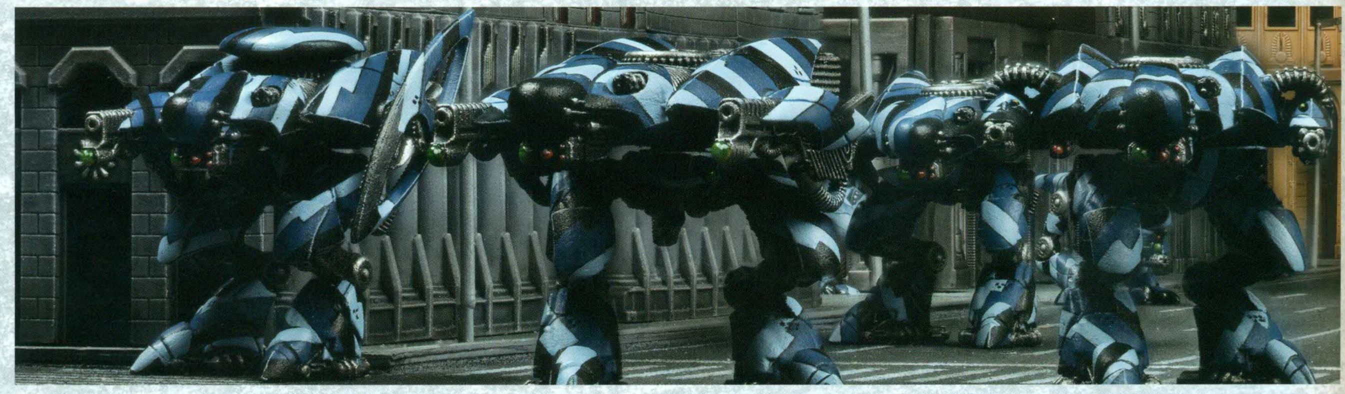
ZEUS CLASS (COMMAND)* - (81 PTS)

The Zeus Class is optimised for the command role and features the latest battlefield communications array. It is also equipped with the experimental 'Aegis' energy shield**, the only example of such advanced technology to see service with any human army. Coupled with the Type-2's heavy armour, this gives the commander excellent protection when leading from the front.

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX-1 RAILGUN	11	1	2+	∞	24"	2"	F/S	CA-1
RX-20 MINIGUN	3	3	3+	36"	12"	2"	F/S	CA-1

*** Special Rule - Command Walker:** *Any Type-2 Squad containing one or more Zeus Class Command walkers counts as a Command choice. The Zeus itself is a 'Command' type unit.*

**** Special Rule - Aegis Shield:** *The Zeus Class replaces the Type-2's normal Countermeasures entry of 'A, P5+' with 'A, P3+'.*



JANUS SCOUT WALKER SQUADRON

The Janus is much smaller and lighter than Battle Walkers. Its primary mission profiles are forward observation, recognisance and urban patrol. While much less resilient than its larger cousins, it is considerably faster and far more nimble. The Janus is also light enough to be carried by the speedier Triton class dropships, allowing it to occupy crucial objectives ahead of the main force.

Despite its diminutive size, the Janus is still a deadly threat on the battlefield. Armed with both an RX-20 minigun and a compact Shadowkiller stealth missile system, it is able to engage both infantry and armour. As such, it is often employed on the flanks and vanguards of main formations, able to out-manoeuvre enemy forces and ambush them where most vulnerable.

Janus pilots tend to be the youngest experienced enough to control a battle walker. They are brave, daring and often brash individuals, keen to prove their skills in the fires of combat. With experience and repeated success in battle, Janus pilots often transition to larger battle walkers later in their careers.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
JANUS	7	6"	A	1	23	VEHICLE	SCOUT	2/4/6 STANDARD	WALKER

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
RX-20 MINIGUN	3	3	3+	36"	12"	6"	F	CA-1
AA CAPABLE STEALTH MISSILES	7	1	3+	36"	12"	6"	F	SC, AA, CA-1

Transport: 1-3x Triton A2 Strike Dropships (2 units each)

TARANIS MLRS BATTERY

The Taranis is essentially built around the massive RXs-4 'Constellation' Multiple Launch Rocket System. With this specialised weapon, the Taranis is able to bring a steel rain of heavy stealth missiles down on enemy units from a concealed position.

As an indirect fire artillery piece, the Taranis is best employed towards the rear of the frontline and behind cover, where it can operate beyond the reach of enemy fire. Due to its modus-operandi, the Taranis foregoes heavy armour in favour of heavier munitions. Prudent commanders normally provide Taranis batteries with anti-air cover, since they are particularly vulnerable to attack from the skies.

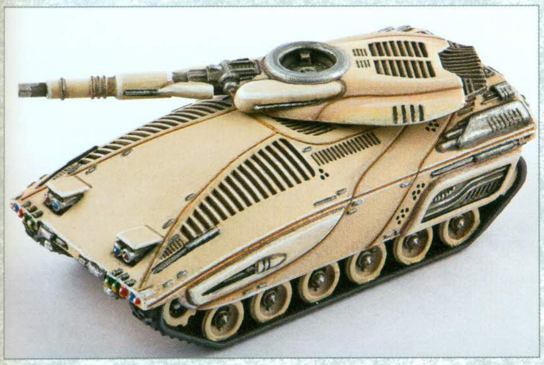
While devastating against vehicles at short/medium range, the RXs-4 is particularly effective against distant targets without the luxury of active countermeasures. To demolish structures, missiles can be set to detonate after penetration, further increasing their explosive potential. To slaughter massed infantry formations, they can be detonated in air-burst mode, spreading lethal shrapnel over a wide area.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
TARANIS	7	6"	A	2	45	VEHICLE	HEAVY	2/4, STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
CONSTELLATION MISSILE - DETONATOR	10	1	3+	∞	18"	0"	F/S	ALT-1, IF, DEMOLISHER-D3
CONSTELLATION MISSILE - AIR BURST	3	1	3+	∞	18"	0"	F/S	ALT-1, IF, AREA-M

Transport: 1-2x Neptune Medium Dropships (2 units each)

JUNO IFV (A1/A2 VARIANTS)



The Juno infantry fighting vehicle is the primary mode of ground transport for PHR mechanised infantry. Since soldiers are always vulnerable in the open, these well armoured workhorses see a lot of frontline use.

In line with the PHR military doctrine of flexibility, the Juno is also well armed, and able to deal with a variety of threats, depending on configuration. The A1 variant is armed with an RX-90 'Huntsman' cannon, giving it flexible firepower effective against light vehicles and structures.

The A2 variant is equipped with a pair of RX-20 'Exterminator' miniguns, able to sweep areas clean of enemy infantry before its precious cargo disembarks. Working together, a group of IFV's can deal with most enemies on terra-firma, short of main battle tanks.

This increased firepower comes at the cost of reduced transport capacity when compared to UCM equivalents. However, since PHR forces tend to employ small numbers of elite soldiers, a capacity of ten men is normally more than sufficient.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
JUNO A1/A2	8	6"	A	2	24/18	VEHICLE	TRANSPORT	T, STANDARD	N/A

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
HUNTSMAN CANNON (A1)	7	1	2+	∞	18"	6"	F/S/R	N/A
TWIN RX-20 MINIGUNS (A2)	3	6	3+	36"	12"	6"	F/S/R	N/A

IMMORTALS

The Immortals are the frontline infantry of the PHR. The combination of prosthetic upgrades and punishing training makes them frighteningly dangerous opponents on the battlefield. A whole series of military-grade artificial enhancements are mandatory for soldiers of the Republic, honing these cyborgs to martial perfection.

Able to communicate by thought alone, they fight in eerie silence. This increases their effectiveness both from a tactical standpoint, and by eroding the morale of the enemy.

Immortals are usually armed with the remarkable RXp-57 autosensing assault rifle, a belt fed weapon which can lay down sustained fire without reloading. Squad firepower is augmented by the RXp-14 'Longreach' rifle, giving the immortals anti-vehicle capability, as well as an excellent sniper weapon.

Encased within state of the art body armour, these faceless warriors can stand firm against withering firepower. Their cybernetic enhancements allow them to shut off the pain response, making anything less than instantly mortal wounds only partially effective at halting their inexorable advance. Hastily issued UCM military directives advise headshots as the surest means of dispatch.

IMMORTALS	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	3	2"	N/A	5	36	Infantry	Troops	1.5	3+	2 B2B	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
RXp-57 assault rifles	3	8	3+	24"	9"	1"	F/S/R	RW-2, SA-7
RXp-14 Longreach Rifle	7	1	2+	∞	24"	0"	F/S/R	SC, Sniper

Transport: 1x Triton A1 Strike Dropship (2 units each) or: 1x Juno A1/A2 IFV (2 units each). In addition, may share 1x Neptune Medium Dropship with another Immortals Squad or Sirens Squad, providing they are both mounted in Juno A1 IFV's.

SIREN CORPS

The PHR's elite Siren Corps operatives eschew all forms of armour, instead focusing on speed, poise, agility and precision. They normally fight with dual-wielded RXp-44 HV autosensing magnums, delivering death to multiple opponents at different quarters simultaneously, with unerring balletic grace. These effectively grant the operative an additional two sets of eyes, the information from which they must be able to process instantly and in line with their own vision.

The potential to achieve this level of machine-mind integration seems to only come readily to women, making the Siren Corps is an exclusively female group. In addition, it must be noted that only a small number of army recruits prove gifted enough to be offered a place in this elite sisterhood. With the physical perfection achieved through cyborg modifications and intense training, their beauty is matched only by their deadly skill. They specialise in close quarter battle, clandestine infiltration and special operations. They are best employed in the confines of urban jungles, where their impressive skills can be best utilised. On the battlefield, they normally operate in small six-woman cells. Outside the battlefield, it is not uncommon for operatives to work alone towards shadowy and often nefarious purposes. They are the peerless assassins of the Republic.

SIRENS	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	1	3"	N/A*	3	50	Infantry	Exotic	5	2+	2 B2B	Dodge 2+

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
RXp-44 Autosensing Magnums	5	6	2+	12"	6"	3"	F/S/R	RW-2

Transport: 1x Triton A1 Strike Dropship (2 units each) or: 1x Juno A1/A2 IFV (2 units each) in addition, may share 1x Neptune Medium Dropship with another Sirens Squad or Immortals Squad, providing they are both mounted in Juno A1 IFV's.

*** Special Rule - Agility:** *Sirens gain a Passive Countermeasures value of P3+ when taking Falling Masonry hits (since they can often leap out of the way with ease!)*

PHR ARMY LISTS

STANDARD ARMY ROSTER						
	Battlegroup Type					
Game Size	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
Skirmish	0-1	1-2	1-2	0-1	0	5
Clash	1	1-2	1-2	0-2	0-1	6
Battle	1	1-2	1-2	0-2	0-1	7

HAND OF THE SPHERE

HQ	Skirmish	Clash	Battle
COMMAND	1	1	1-2
SCOUT	0-1	0-2	0-2
EXOTIC	0	0-1	0-2
MAX	2	3	4

BATTLE PANTHEON

ARMOUR	Skirmish	Clash	Battle
STANDARD	1-2	1-2	1-2
SUPPORT	0-1	0-1	0-1
MAX	2	2	3

IMMORTALS PHALANX

INFANTRY	Skirmish	Clash	Battle
TROOPS	1-2	1-3	1-4
SUPPORT	0	0-1	0-1
MAX	2	3	4

HEAVY PANTHEON

SPECIAL	Skirmish	Clash	Battle
COMMAND	0	0	0-1
HEAVY	0-1	1-2	1-2
SUPPORT	0-1	0-1	0-1
MAX	1	2	3

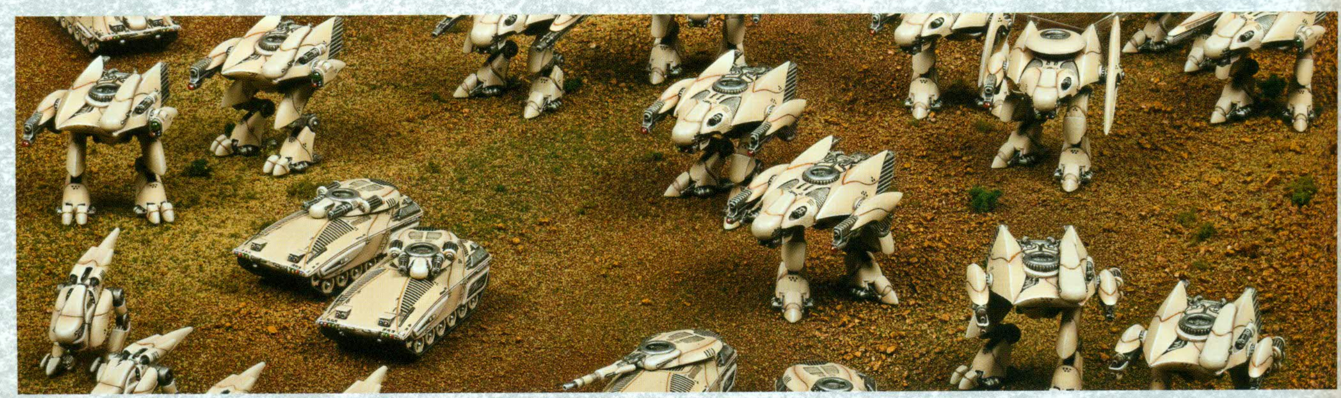
PHR AIR WING

FLEET	Skirmish	Clash	Battle
AIR	1	1-2	1-3
MAX	1	2	3

PEGASUS GROUP

SPECIAL	Skirmish	Clash	Battle
SCOUT	1	1-2	1-3
EXOTIC	0-1	0-2	0-2
MAX	2	3	4

COMMANDER	CV	RADIUS	ALLOWED	PTS
PHR WAR ADVISER	2	9"	S/C/B	30
PHR WAR COUNCILLOR	3	12"	S/C/B	55
PHR BATTLE VIZIER	4	18"	C/B	90
PHR GRAND VIZIER	5	22"	C/B	120
PHR SUPREME VIZIER	6	24"	B	180



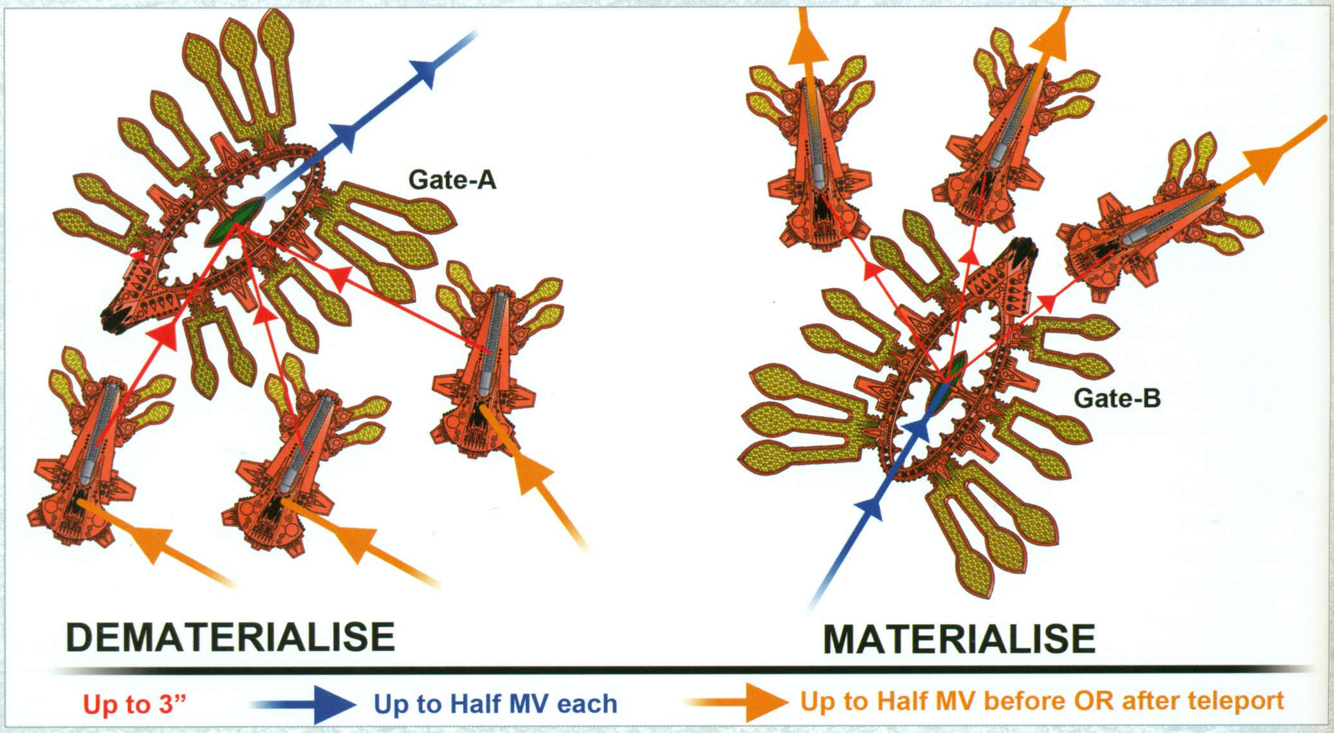
SHALTARI SPECIAL RULES

The Shaltari are far more advanced than other races, and as such have left the crude and risky business of physically ferrying troops into battle long behind. Instead, they utilise a complex web of teleportation constructs known as Gates. These act as fulcrums to the powerful systems aboard Shaltari warships, allowing the delivery of units direct to the battlefield, as well as to transfer troops around the combat zone with bewildering speed. Such an unusual system carries with it a set of special rules. These are outlined as follows:

GATES

Gates are the Shaltari equivalent of transports, and in many ways they are similar. They move, Land and Disembark/Embark troops using the same rules as ordinary transports (i.e. they must do so at half **Mv**, troops deploy 3" away, Disembarked units can't shoot after deploying etc). For the Shaltari however, these terms are changed to Dematerialise and Materialise.

While the mechanics of picking up and dropping-off troops are unchanged (e.g. they still need to land to Dematerialise/Materialise units), what happens in-between is totally different, since they do not physically carry Units. Squads may Dematerialise into one Gate and Materialise from another in one move for example, such as in the diagram below:



Note that in exactly the same manner as normal transports, the Gate's half move may be split before/ after Dematerialisation/ Materialisation. This means that they may move a bit, Dematerialise/Materialise a Squad, then move a bit more and Dematerialise/Materialise another Squad (or indeed the same Squad if it's faster than moving them on the ground!).

GATES AND ACTIVATIONS

Gates are not attached to any Squad and are not part of any Battlegroup. Instead, they form a 'pool' from which the player may chose to activate Gates during the turn. Whenever a Battlegroup is activated, the player must announce which Gates are being activated along with it. ONLY these Gates may play a part in the movement of troops in this Battlegroup's activation.

Each Gate may only be activated once per turn, although in subsequent turns it could be activated alongside a different Battlegroup.

Dematerialised units may Materialise from ANY activated Gate from which they would legitimately be allowed to Materialise, and vice-versa (see 'Gate Values and Mass Values').

SQUADS, BATTLEGROUPS AND SIMULTANEOUS ACTIVATION

In the normal rules, Squads take it in turns to complete their Actions whenever a Battlegroup is activated. With the Shaltari, **all Squads within Shaltari Battlegroups complete their actions simultaneously with every other Squad in the Battlegroup.** This works in exactly the same way as previously described in the main rules for Squads which share a transport.

To recap, this means that all Squads in the Battlegroup can move at the same time and shoot at the same time. Movement may be completed before/after shooting as usual, and may be in the opposite order for some Squads, providing that shots are allocated at the same time for all the Squads during shooting. For example, one Squad may move and then shoot, and another may shoot and then move, providing that the shooting is done at the same time (Squad-1 would move, then both would shoot, then Squad-2 would move). This allows Squads within a Battlegroup to co-ordinate their movements and make the best use of the greater capacities of the larger Gates.

'GATE' VALUES AND 'MASS' VALUES

Obviously, there are limits to how many Units a single Gate can move in a turn. The larger, more powerful Gates (such as the Gaia) can move a greater number of Units in one go, and can move larger Units.

Every Shaltari Unit which can be teleported has a **Mass** value in the Special section of its Core Stat Sheet. This represents the bulk of the Unit in question, and will be shown as 'Mass' followed by a number (e.g. 'Mass-1'). Larger numbers represent larger units.

Every Shaltari **Gate** has a Gate value in its Core Stat Sheet. This represents the ability of the Gate to teleport units and will be shown as 'Gate' followed by a number (e.g. 'Gate-3'). Larger numbers represent greater teleporting power. A single Gate may Materialise up to an equal total Mass value in Units to its Gate value.

For example:

> *An Eden Medium Gate (Gate-3) may Materialise up to 3 Tomahawk grav-tanks (Mass-1 each) or a single Jaguar Warstrider (Mass-3) but may not Materialise 2 Jaguars (Total Mass of 6).*

It is possible for a Unit to have both a Mass AND a Gate value (such as the Haven Terragate, which is the Shaltari equivalent of an APC).

FINE MASS AND FINE GATES

One limitation of Shaltari Gate technology is that particularly precise systems are required to teleport smaller constructs (such as Warsuit-clad infantry). The large Gates are designed with power in mind, and can move whole groups of grav-tanks. However, they lack the precision needed to teleport very small constructs.

Such small Units are identified by a prefix of F (Fine) in their Mass value (e.g. 'Mass-F1'). These Units can ONLY be teleported by Gates with a prefix of F in their Gate value (e.g. 'Gate-F2'). Gates with a prefix of F may ONLY teleport Units with a Mass value with a prefix of F. Some Units and Gates have 2 values (e.g. Mass 1/ F1), in which case they can teleport and/or be teleported by both.

DEMATERIALISING AND MATERIALISING - LIMITATIONS

A single Gate may not Materialise more than its total Gate value in Unit Mass in a single turn, and may not Dematerialise more than its total Gate value in Unit Mass in a single turn. Note that it may do both!

For example:

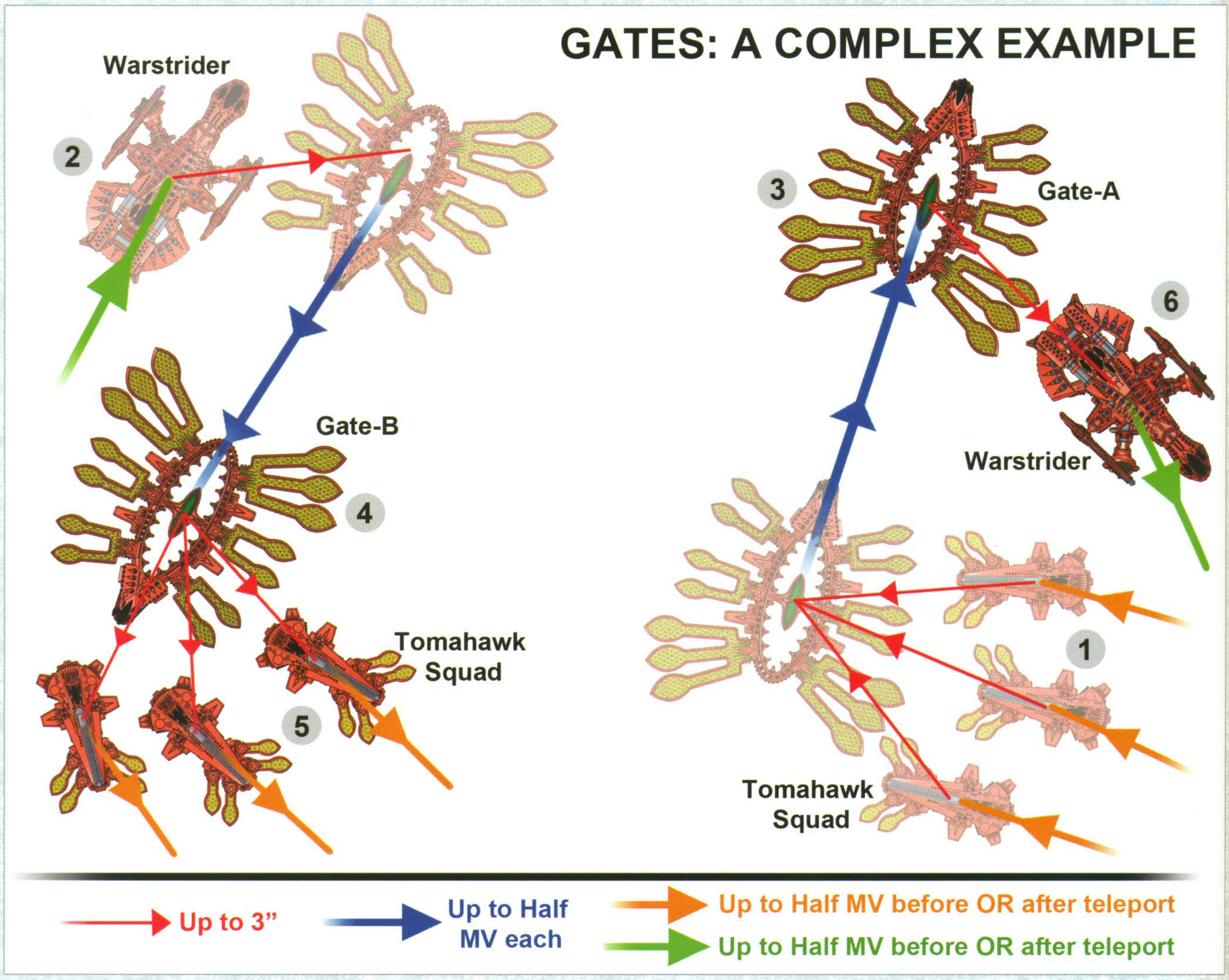
> *An Eden Medium Gate (Gate-3) may Materialise 3 Tomahawk grav-tanks in one operation (Mass-1 each) and then may Dematerialise a single Jaguar Warstrider (Mass-3) but may NOT Dematerialise another Jaguar (Total Mass of 6 Dematerialised).*

Gates may only complete a total of 2 distinct Materialise and/or Dematerialise operations in the same turn in the same manner as when Disembarking and Embarking using normal transports. Materialising/ Dematerialising more than one Squad at the same time (if Gate value allows) counts as a single operation.

This rule ALSO applies to the Units being Materialised/ Dematerialised (i.e. the Jaguar in the example above may Dematerialise into one Gate and Materialise from another, but may not then Dematerialise again in the same turn).

GATES: WALKTHROUGH

Below is an example of a fairly complex 'Materialise - Dematerialise' set of moves, with multiple Gates and multiple Squads. Both Squads (the Tomahawks and the Warstrider) are in the same Battlegroup, as thus can complete their moves together, in conjunction with Gates A and B, which were activated alongside this Battlegroup. While these moves could occur in a slightly different order, they are discussed step-by-step here for the sake of clarity:



1: Tomahawk Squad moves up to half Mv to within 3" of Gate-A and Dematerialises

2: Warstrider Squad moves up to half Mv to within 3" of Gate-B and Dematerialises

3: Gate-A moves up to half Mv

4: Gate-B moves up to half Mv

5: Tomahawk Squad Materialises within 3" of Gate-B (may move half Mv if it didn't do so in Step 1)

6: Warstrider Squad Materialises within 3" of Gate-A (may move half Mv if it didn't do so in Step 2)

Note that no Unit/Squad has completed more than 2 Materialise/Dematerialise operations, and no Gate has exceeded its Gate value (Gate-3) in Materialise or Dematerialise operations (Mass-3 in total for Tomahawks and Mass-3 for Warstrider), but have made full use of the Gate value for both.

SHALTARI DEPLOYMENT

Squads which would normally be Directly Deployed or placed in Readiness (as indicated in the scenario), but that the player has chosen to deploy by Gate, must be declared as Dematerialised at the start of the game. Dematerialised Squads can ONLY enter the battlefield via Gates (since they are currently in orbit aboard a warship!).

Squads which would start the game in Reserve (as indicated in the scenario) must still be declared at the start of the game as being Dematerialised, and may Materialise from an available Gate only once they have come out of Reserve. Gates/Squads of Gates start the game using the same rules as ordinary Squads (unless they themselves are Dematerialised!).

DESTROYED GATES

If a gate is destroyed, there is no danger of any transported Units being harmed (since they aren't physically onboard!). Of course, this means that destroying Gates leaves no enemy presence behind (since there will be no crash survivors!).

THE SHALTARI ON TURN 1

As Gates are not attached to any Battlegroup, and since the start of many games involve a lot of transport movement and not a lot of deploying, it's common for whole Shaltari Battlegroups to not do anything directly on Turn 1. In this case, it would be tempting to activate all Gates on the last Battlegroup's Activation in order to not to give away any strategy before the opponent has deployed. Since this is clearly unfair, an additional rule has been added:

On Turn 1, at least one Gate Squad must be activated with each Battlegroup until all Gates have been activated.

CHOOSING GATES IN THE ARMY LIST

Obviously, the fact that Gates are not attached to Squads makes Shaltari Army Lists a little different from those of other races (Gates are not chosen with Squads and are not part of any Battlegroup). Instead, players may choose as many Gates as they like and in any proportion, providing that:

1) Their combined total Gate Value does not exceed the combined total Mass Value of all the other Units in the Army Roster (ignore whether the Mass/Gate Values are 'Fine' or not). Gates which also have a Mass Value (i.e. Haven Terragates) DO contribute to your army's total Mass Value.

2) The number of Gate Squads does not exceed the total number of other Squads in the player's army.

Gates are then listed in the 'pool', which counts as another single Battlegroup added to the Army Roster (this does not take up any allocations and cannot be activated on its own, but counts as part of the Roster for the purposes of scenarios). Any non-standard Army Roster which imposes restrictions on transports applies equally to Gates. For example, the 'Defence Force' Army Roster does not permit transports, and as such no Gates may be chosen with this Army Roster. However, in scenarios where more than one Army roster is used, Gates from another Roster (usually the 'Reinforcements' Roster) may teleport Units in the Defence Force once they are on the table (since they are all part of the same overall army).

OVERSIZED SQUADS AND USING MULTIPLE GATES

Sometimes, the destruction of a Medium/Heavy Gate will make it impossible (or at least difficult) to Materialise and Dematerialise large Squads in one go. When this is the case, some Units in the Squad may be Dematerialised by a smaller Gate (up to its maximum Gate Value in Mass values as usual). However, the Squad may not begin Materialising from another Gate until the entire Squad has Dematerialised.

Parts of a Dematerialised Squad may be Materialised by a smaller Gate in a similar fashion, although each subsequent part of the Squad must Materialise into coherency with those already on the table. Multiple Gates can also be used to Materialise/Dematerialise a large Squad.

CHARGED ATMOSPHERE AND PRUDENT PILOTS

Most aerial Shaltari Gates are surrounded by a Charged Atmosphere. This is a special entry in the Weapons Stat Sheet made to represent the hazards (for the enemy) of flying within 4" of a Gate; however, Gates may not end their move 4" or closer to an enemy aircraft Unit. The main purpose of this rule is to prevent their use in a directly offensive manner (since the Charged Atmosphere is by-product of Gate technology and not an intentional weapon). The enemy will have to deliberately fly near one in order to be engaged, although of course Gates can be can used effectively to screen areas of airspace.

GATES AND OBJECTIVES

Another limitation of Shaltari Gate technology is the fact that any object to be teleported needs to be entirely surrounded and embedded with a mind bogglingly complex array of systems known as a Teleport Web. As such, any foreign object (such as an Objective) cannot be simply Dematerialised off the battlefield!

Shaltari ground Units may physically carry an Objective as normal. When a ground Unit carrying an Objective is Dematerialised via a Gate, that Objective remains 'held' by that Gate (essentially, it's left behind and suspended in a tractor beam underneath the Gate). The Gate may then physically move the Objective in this manner. However, a Gate CANNOT pick up an Objective in any other way, and cannot transfer it to anything other than a ground Unit (and must Land to do so).

SHALTARI COMMANDERS AND COMMAND VALUES

A player may only hold a number of Command Cards up to their maximum **CV** present on the table. Shaltari Commanders count as NOT being on the table when Dematerialised (as they're in orbit onboard the mothership and not in a great position to give orders!). However, the Commander does NOT count as leaving the table if Dematerialising and Materialising in the same turn (they're only absent for a moment, and as such command is not interrupted).

SHALTARI UNITS

GAIA HEAVY GATE

The Gaia represents one of the crowning achievements of Shaltari teleport Gate technology. An intricate yet vast marvel of stunning complexity, it is the largest of its kind yet encountered on the battlefields of the 27th century. The Gaia can transfer up to nine main grav-tanks or three towering Warstriders at a time between an orbiting mothership and the battlefield.

As with most Shaltari flyers, the Gaia advances in almost complete and eerie silence. Any noise it makes is simply atmosphere being displaced by its advanced energy shielding. Steering and lift seems to be achieved via its extensive network of 'lift vanes', a term coined by UCM scientists to try to define a technology of which they understand woefully little. Like all Shaltari Gates, the Gaia is entirely unarmed, since it requires all of its highly efficient power generators to make such awesome feats possible.

The Gaia's distinctively elegant silhouette has long been infamous and rightfully feared by UCM commanders, since it forewarns of the hordes of ferocious aliens waiting to pour forth onto the field. Such unfortunate observers have very little time to appreciate its beauty however, since its arrival is always the prelude to great slaughter at the hands of the Shaltari's most powerful war machines.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
GAIA	4	15"	A, P5+	5	76	Aircraft	Gate	1	L	Gate-9

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Charged Atmosphere	6	3	3+	4"	4"	10"	F/S/R	AA*

* **Special Rule - Side Effect:** *This isn't a true weapon, but instead represents the hazardous nature of flying too close to Shaltari Gates. This weapon may ONLY be fired against aircraft in the air, and may ONLY fire in Reaction Fire.*

EDEN MEDIUM GATE

The elegant Eden is the mainstay of Shaltari orbit-ground troop insertion. Unlike the primitive dropships of other races, the Eden utilises teleportation technology to transfer units from onboard an orbiting mothership to the battlefield instantaneously.

The Eden is lighter and faster than the gargantuan Gaia Heavy Gate, while still packing enough power to teleport the Shaltari's most dangerous units. A trio of Edens is often preferred over a single Gaia, since multiple Gates allow units to be transferred from one location to another in an instant, opening up many tactical opportunities.

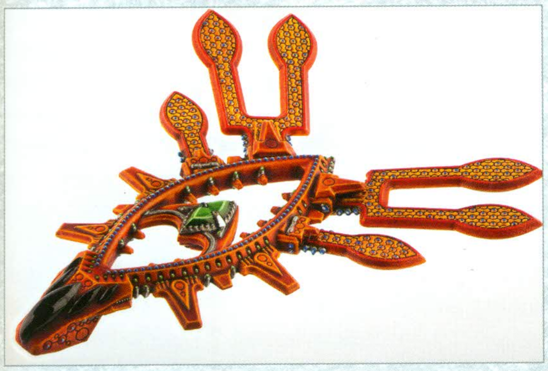
As with the Gaia, the Eden advances in almost complete and eerie silence. Any noise it makes is simply atmosphere being displaced by its extensive energy shielding. Steering and lift seems to be achieved via its network of 'lift vanes', a term coined by UCM scientists to try to define a technology of which they understand woefully little. Like all Shaltari Gates, the Eden is entirely unarmed, since it requires all of its highly efficient power generators to make such awesome feats possible.

	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
EDEN	4	20"	A, P5+	3	45	Aircraft	Gate	1-3 wide	L	Gate-3

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Charged Atmosphere	6	2	3+	4"	4"	10"	F/S/R	AA*

* **Special Rule - Side Effect:** *This isn't a true weapon, but instead represents the hazardous nature of flying too close to Shaltari Gates. This weapon may ONLY be fired against aircraft in the air, and may ONLY fire in Reaction Fire.*

SPIRIT LIGHT GATE



The Spirit is the lightest and fastest of all Shaltari Gates, and is primarily utilised for scout and advance infantry insertion. Its considerable speed and small footprint makes it particularly useful for rapid deployment and extraction missions. Its power generators are far more modest than its larger cousins however, and as such it cannot teleport vehicles larger than the Yari light grav-tank.

The Spirit features extremely light armour, which is understandable given its great speed and remarkable compactness. However, it does gain a measure of additional protection from its shield generator, a feature common to all Shaltari constructs.

Like its earthbound cousin the Haven Terrgate, the Spirit features fine teleport node focusing capabilities. These allow precise adjustments of the field and thus the ability to teleport warsuit-clad Shaltari infantry onto the battlefield. Larger Gates cannot do this, since they are designed for power rather than precision.

SPIRIT	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	4	30"	A, P5+	1	40	Aircraft	Gate	1-4 wide	S	Gate-F2

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Charged Atmosphere	6	1	3+	4"	4"	15"	F/S/R	AA*

*** Special Rule - Side Effect:** *This isn't a true weapon, but instead represents the hazardous nature of flying too close to Shaltari Gates. This weapon may ONLY be fired against aircraft in the air, and may ONLY fire in Reaction Fire.*

WARSPEAR HEAVY FIGHTER

The Warspear is a formidably equipped, multi-role heavy fighter. Its primary armament is a pair of heavy Ion Cannons, giving it awesome air-to-air destructive power. Very few aircraft can withstand a volley from these devastating weapons. It is an superb and agile dogfighter, most often employed as a interceptor.

The Warspear also sports an underslung Gauss Cannon, giving it equally excellent ground attack lethality. Once it has achieved air superiority, the Warspear's role can quickly transform into that of a strike fighter, since this weapon can dispatch the heaviest armoured units. Its only real drawback is that its finite power reserves can only be used to fire one of these powerful weapons at a time.

The Warspear is seldom deployed en-mass, and often hunts alone. This is only a small mercy however, since a single Warspear can engage multiple adversaries and still emerge victorious.

WARSPEAR	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	5	FM	A, P5+	1	108	Aircraft	Air	1-2 wide	S	Interceptor

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin Heavy Ion Cannons	7	4	3+	18"	18"	N/A	F(narrow)	Alt-1, AA
Gauss Cannon	10	1	3+	∞	24"	N/A	F(narrow)	Alt-1

THUNDERBIRD GUNSHIPS

The Thunderbird is a lethal gunship, dedicated to the ground attack role. Its highly distinctive silhouette is reminiscent of stinging insects, an eminently suitable comparison. The Thunderbird features a deadly sting in the form of a short barrel Gauss Cannon, mounted beneath its abdomen. This weapon does not quite match the range of the standard version, but features the same excellent killing power.

The Thunderbird can loiter for extended periods over the combat zone, providing excellent close air support. Although it is thoroughly outclassed by fighters in terms of speed, this ability makes it more useful for protracted engagements. It is also more flexible in the confines of the urban jungle, where fighters have insufficient room to manoeuvre.

Since Gates are entirely unarmed, these talents are highly prized by Shaltari Warchiefs. Thunderbirds are routinely employed as escorts for Gates, clearing dropzones ahead of troop insertion. However, its light armour and low speed fight envelope makes it highly vulnerable to AA fire, and as such it is best deployed where the enemy has poor air defence.

THUNDERBIRD	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	5	20"	A, P5+	1	46	Aircraft	Support	1-4 wide	S	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Short barrel Gauss Cannon	10	1	3+	∞	18"	10"	F/S/R	N/A

TOMAHAWK MAIN GRAV-TANKS

The Tomahawk is the mainstay of the Shaltari frontline and their closest equivalent to a battle tank. Unlike these crude behemoths however, the Tomahawk cruises a few feet above the battlefield, giving it awesome speed and manoeuvrability for such a powerful vehicle. Its shape and configuration is unique to the Shaltari, and instantly recognisable.

It is armed with a single Gauss Cannon, a far more advanced development of the railgun technology commonly seen on human vehicles. Its impact on the battlefield is similarly devastating, although the Gauss Cannon is far more efficient, allowing its use on gravi-tanks.

The Tomahawk mainly fulfils an anti-tank role, where this formidable weapon is best utilised. Its greatest asset, however, is its awesome speed. This allows the Tomahawk to run rings round primitive human vehicles and only finds a match in the form of Scourge grav-tanks.

Like all Shaltari vehicles, the Tomahawk features an advanced, all encompassing energy shield giving it a measure of protection against projectiles of all velocities and even directed energy weapons. This is just as well, since the Tomahawk features very light armour for a tank.

TOMAHAWK	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	7	9"	A, P5+	1	38	Vehicle	Standard	3-9 standard	Skimmer, Mass-1

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Gauss Cannon	10	1	2+	∞	24"	6"	F/S/R	N/A

KUKRI AA GRAV-TANKS

The Kukri shares the same hull, and thus most of the combat characteristics of the Tomahawk. It features the same excellent combat speed, manoeuvrability and energy shielding.

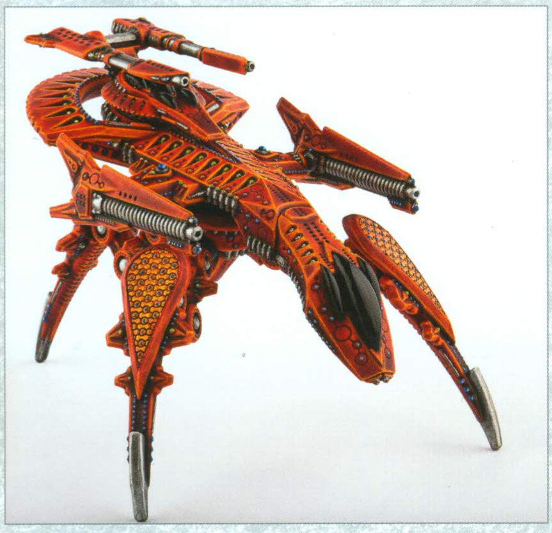
The Kukri is dedicated to the anti-air role and is armed with a pair of Ion Cannons. These weapons feature excellent rate of fire and reasonable power, certainly sufficient to defeat aircraft armour. Affixed to a high speed traversable mount, these weapons can target fast moving aircraft with ease.

The Kukri's great speed allows it to actively hunt loitering enemy aircraft, an ability not shared by its human counterparts, which couldn't hope to keep up!

	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
KUKRI	7	9"	A, P5+	1	45	Vehicle	Support	3 wide	Skimmer, Mass-1

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Twin Ion Cannons	6	4	3+	18"	18"	6"	F/S/R	AA

JAGUAR WARSTRIDER



The Jaguar is perhaps the most iconic, and certainly the most distinctive of all Shaltari vehicles. It is a towering yet graceful tripod walker over 30 feet in height, bristling with advanced weaponry.

Being armed with a pair of Gauss Cannons and a pair of Ion Cannons, it sports the firepower of a pair of Tomahawks and one Kukri in a single, awesome package. As such, it is one of the few units encountered on the battlefields of the 27th century capable to dealing with both aircraft and the heaviest of armoured units.

Its walker configuration makes it far more resilient than Shaltari grav tanks. Since weight is less of an issue, the Jaguar features much heavier armour, and can absorb multiple hits before succumbing. It is believed that its movements are at least partially assisted by antigrav technology though, since it moves with a fluid grace unnatural to such a gargantuan vehicle. Jaguars are best employed where speed is secondary to survivability. They form a rock around which a line can be built, especially on the open battlefield. Warchiefs can expect Jaguars to stand and fight against virtually any opposition, although they lack the rate of fire needed to deal with large numbers of infantry.

	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
JAGUAR	9	4"	A, P5+	4	100	Vehicle	Heavy	1-3 standard	Walker, Mass-3

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Gauss Cannon	10	1	2+	∞	24"	4"	F/S(left)	N/A
Gauss Cannon	10	1	2+	∞	24"	4"	F/S(right)	N/A
Twin Ion Cannons	6	4	3+	18"	18"	4"	F/S/R	AA

OCELOT WARSTRIDER

The Ocelot shares the hull of the Jaguar Warststrider, and stands at an equally imposing height, possessing many of its characteristics. However, the Ocelot foregoes the Jaguar's flexibility to mount a single, devastating weapon - the Particle Cannon.

The Particle Cannon is quite simply the most powerful directed energy battlefield weapon yet witnessed by humankind. This awesome beast measures nearly 35 feet in length, and can annihilate a heavy battle tank with ease at incredible range. This absurd killing power is achieved by somehow projecting a 'vacuum tunnel' ahead of the muzzle, through which a torrent of highly energised particles is sent at near relativistic speeds. The effect this has on an unfortunate victim is staggering to behold, as even large, heavily armoured targets are sliced to molten wreckage in an instant. All forms of countermeasures are utterly ineffective in the face of such volcanic devastation.

With such awesome long range firepower at its disposal, the Ocelot is best deployed at a good vantage point well away from the frontline, where it can pick off high value targets from range. Prudent Warchiefs provide air defence escorts for Ocelots, since they are always high priority targets for roving aircraft.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
OCELOT	9	4"	A, P5+	4	95	VEHICLE	HEAVY	1-2 STANDARD	WALKER, MASS-3

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
PARTICLE CANNON	13	1	2+	∞	∞	0"	F/S/R	AWESOME POWER*, DEMOLISHER D3+2

* **Special Rule - Awesome Power:** *This weapon ignores ALL countermeasures, including passive ones!*

YARI LIGHT GRAV-TANK

The Yari is the Shaltari's lightest and fastest ground unit. Indeed, it moves at such a pace that it can compete with some aircraft! The use of advanced comms in addition to this blistering speed makes the Yari an excellent scout unit. Armed with a small Ion Cannon, the Yari is an excellent light anti-air unit. Coupled with its great speed, this variant can actively hunt small loitering aircraft in an even more effective manner than the slightly slower Kukri.

Another variant of the Yari is armed with the terrifying Microwave Gun. This projects beams of high energy microwaves towards biological targets, causing blood to boil and skin to cook in a matter of seconds. This is undoubtedly a horrible way to die, and thus these weapons are most feared by infantry unfortunate enough to face the Shaltari in battle. Yari's armed with such weapons are often employed as escorts for larger Shaltari vehicles, which tend not to include anti-infantry weapons.

	A	MV	CM	DP	PTS	TYPE	CATEGORY	S+C	SPECIAL
YARI	5	12"	A, P5+	1	15	VEHICLE	SCOUT	2-8 STANDARD	SKIMMER, MASS-1/F1

WEAPONS	E	SH	AC	R(F)	R(C)	MF	ARC	SPECIAL
LIGHT ION CANNON*	6	1	3+	18"	18"	6"	F/S/R	AA
MICROWAVE GUN*	4	6	2+	12"	12"	6"	F/S	THROUGH COVER**

* **Armament:** *A Yari may be armed with a Light Ion Cannon for +12pts, or a Microwave Gun for +7pts*

** **Special Rule - Through Cover:** *The Microwave Gun can transmit its deadly energy right through thin obstructions. Coupled with a wide effective beam, this makes it excellent at rooting infantry out of hiding. This weapon ignores Soft Cover.*

HAVEN TERRAGATES

The Haven utilises the same Gate technology featured in Shaltari dropship equivalents, but on the frame of a ground vehicle. As such, the Haven roughly equates to the APC's used by other races.

Like its airborne cousin the Spirit, the Haven features fine teleport node focusing capabilities. These allow precise adjustments of the field and thus the ability to teleport warsuit-clad Shaltari infantry onto the battlefield. Larger Gates cannot do this since they are designed for power rather than precision

As it hovers only a few feet from the ground, weight is less of an issue, and thus the Haven features better armour and resilience than its airborne cousins. It is therefore the transport of choice for getting infantry into areas with extensive air defence.

HAVEN	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	7	9"	A, P5+	2	15	Vehicle	Gate	1 standard	Skimmer, Gate-F2, Mass 1.5

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Charged Earth	4	4	3+	4"	4"	9"	F/S/R	N/A

COYOTE WARSTRIDER

The Coyote is the premier mount for Shaltari Warchiefs, officers and heroes. Sharing many characteristics of its cousin the Jaguar, the Coyote foregoes the former's anti-air capability in favour of a command module. This gives the commander excellent visibility and a high powered communications suite.

The command module also has the ability to eject from the main body of the Warstrider, should catastrophic damage be sustained. When it does so, a small set of lift vanes deploy, allowing the module to escape to safety. The Coyote also features the most powerful energy shielding so far seen on any Shaltari vehicle. Such technology is typical of the Shaltari, who value knowledge and experience above almost anything else. Despite its role as grand chariot for the Shaltari's leaders, the Coyote is more than capable of defending itself. Indeed, it matches the Jaguar's excellent anti-armour capabilities. It takes multiple main battle tanks to tackle a Coyote.

COYOTE	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	9	4"	A, P4+	4	105	Vehicle	Command	1 standard	Walker, Mass-3

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Gauss Cannon	10	1	2+	∞	24"	4"	F/S(left)	N/A
Gauss Cannon	10	1	2+	∞	24"	4"	F/S(right)	N/A

* **Special Rule - Eject!:** *If the Coyote is destroyed, it's controlling player may roll a D6. On a 2+, place a token on the battlefield anywhere you can place a Small LZ template within 4D6" of the destroyed Coyote, no more than 6" above ground level (i.e. it may be placed on a low roof). If the token cannot be placed legitimately, it is destroyed. This token counts as a vehicle with the following stat sheet:*

Command Module	A	Mv	CM	DP	Pts	Type	Category	S+C	Special
	6	0"	A, P3+	1	0	Vehicle	Command	1, standard	Mass-1

The Commander survives inside the Command Module, and continues to operate as usual. When shooting at the Command Module, use a point in the centre of the token to determine Line of Sight. The Command Module counts as the same Squad as the Coyote.

BRAVES

Shaltari infantry (UCM designation - 'Braves') are formidable opponents. Shaltari counteract their rather diminutive stature by taking to the battlefield in lithe, armoured exoskeletons over eight feet in height known as Warsuits. Their amazing agility is often quite disquieting to human observers, given their large size. They also feature a teleport web, and as such can be transferred where needed without risk in transit.

The Warsuit greatly enhances the user's strength, empowering Braves to carry devastating small-arms, such as the Gauss Rifle and Discus Launcher. They also feature miniaturised active countermeasure systems, greatly reducing the effective range of enemy small-arms fire. This combination grants the standard Shaltari soldier the kind of power which human infantry grunts can only dream of. This is often essential, since Braves are almost always outnumbered.

BRAVES	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	4	3"	A*	3*	32	Infantry	Troops	2	3+	2, B2B	Mass-F1

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Discus Launchers**	3	8	3+	18"	6"	3"	F/S/R	RW-4, SA-7
Gauss Rifle	9	1	2+	∞	18"	0"	F/S/R	SC

* **Special rule - Warsuit:** *These Active Countermeasures only take effect against weapons of E6 or less. Warsuits cannot ever sustain more than 1Dp per hit. Hits from Falling Masonry always damage Warsuits on a 5+.*

** **Special rule - Air Burst Shells:** *These lethal projectiles can be timed to detonate in the air after entering through a window or passing into foliage. This weapon ignores Soft Cover.*

FIRSTBORNS

The Firstborns are unusual amongst the Shaltari, since their spirit still inhabits the original body they were born with. Even as adults, these individuals are impetuous and fiery in the eyes of older Shaltari. Their enthusiasm, bloodlust and recklessness has yet to be dimmed by the trials of living many lifetimes in a dangerous universe.

Keen to prove themselves both in bravery and in deeds, many of these young Shaltari join the Firstborns, an elite cadre of close combat troops. In Shaltari society, there are few better ways of proving one's bravery in martial terms. Also, their natural aggression and potency serves them well in the crucible of room to room combat, where Firstborns are noted for their savagery and bloodlust. Equipped with a similar model of Warsuit to ordinary Braves, the Firstborns can overcome their physical limitations to become 8 foot tall towering avatars of destruction. They are armed with Shaltari energy swords, a weapon linked with honour and martial prowess. It's almost unheard of to see swords actually used in combat anywhere else in the 27th century. The Firstborns make these apparently archaic weapons particularly deadly in room clearance in conjunction with the Wave Pistol, a handheld version of the Microwave gun. This can utterly incapacitate a biological target into an agonized wreck, allowing its user to advance and deliver the coup de grâce with the Energy Sword.

FIRSTBORNS	A	Mv	CM	DP	Pts	Type	Category	CQB	F	S+C	Special
	4	3"	A*	3*	48	Infantry	Exotic	4**	3+	2, B2B	Mass-F1, Dodge 4+

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
Energy Swords	6	3	2+	CC	CC	3"	F/S/R	SC, RW-1

* **Special rule - Warsuit:** *These Active Countermeasures only take effect against weapons of E6 or less. Warsuits cannot ever sustain more than 1Dp per hit. Hits from Falling Masonry always damage Warsuits on a 5+.*

** **Special rule - Incapacitate:** *Firstborns may use their Wave Pistols to render opponents helpless during CQB's. You may discard 2 dice contributed by Fistborns in Step-1 of a CQB Fight Sequence in order to negate 1 dice of any enemy base in that Fight Sequence. This may be done up to 3 times per Firstborns base.*

SHALTARI ARMY LISTS

	STANDARD ARMY ROSTER					
	BATTLEGROUP TYPE					
GAME SIZE	HQ	ARMOUR	INFANTRY	SPECIAL	FLEET	MAX
SKIRMISH	0-1	1	1-2	0-1	0	5
CLASH	1	1-2	1-2	0-2	0-1	6
BATTLE	1	1-2	1-2	0-2	0-1	7

COURT OF ELDERS

HQ	SKIRMISH	CLASH	BATTLE
COMMAND	1	1	1-2
HEAVY	0	0-1	0-1
SCOUT	0-1	0-2	0-2
EXOTIC	0	0-1	0-1
MAX	2	3	4

SHALTARI SWORDPOINT

ARMOUR	SKIRMISH	CLASH	BATTLE
COMMAND	0	0	0-1
STANDARD	1-2	1-2	1-2
SUPPORT	0-1	0-1	0-1
MAX	2	2	3

SHALTARI WARRIOR CLAN

INFANTRY	SKIRMISH	CLASH	BATTLE
TROOPS	1-2	1-3	1-4
SUPPORT	0	0-1	0-1
MAX	2	3	4

SHALTARI WARFIST

SPECIAL	SKIRMISH	CLASH	BATTLE
HEAVY	0-1	1-2	1-2
SUPPORT	0-1	0-1	0-1
MAX	1	2	3

SHALTARI ARROWHEAD

FLEET	SKIRMISH	CLASH	BATTLE
AIR	1-2	1-3	1-4
MAX	2	3	4

SHALTARI SPEARTIP

SPECIAL	SKIRMISH	CLASH	BATTLE
SCOUT	1	1-2	1-3
EXOTIC	0-1	0-2	0-3
MAX	2	3	4

COMMANDER	CV	RADIUS	ALLOWED	PTS
SHALTARI SHAMMAN	2	9"	S/C/B	40
SHALTARI ELDER	3	12"	S/C/B	66
SHALTARI WARCHIEF	4	18"	C/B	100
HIGH WARCHIEF	5	22"	C/B	150
PRIME WARCHIEF	6	24"	B	235

TOKENS AND TEMPLATES

This double page may be photocopied and printed for your own use.

Large, Medium and Small **Landing Zone** and **Blast Area Templates**

Arcs of Fire Templates *(x3)*

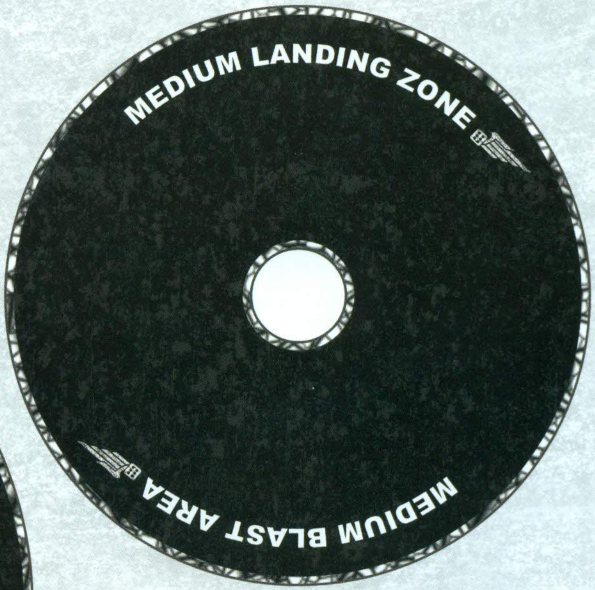
Damage Tokens (**1** *(x16)*, **2** *(x8)*, **3** *(x8)*, **4** *(x8)*, **5** *(x6)*, **10** *(x6)*, **20** *(x4)*)

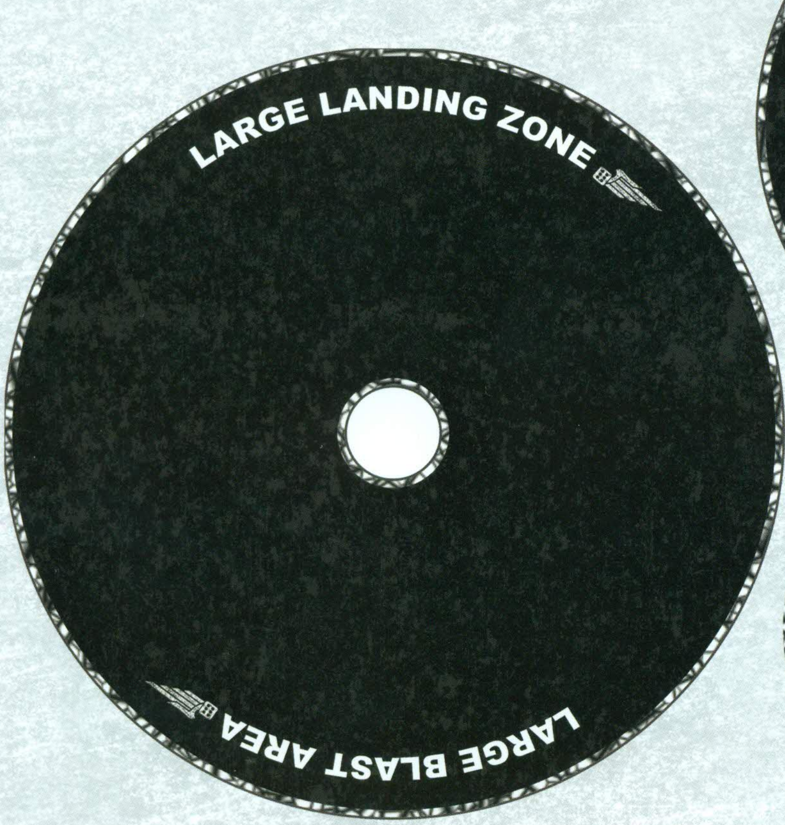
Objective Tokens *(x8)*

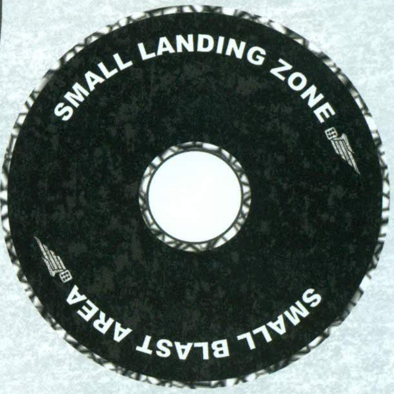
Possible Objective Tokens *(x16)*

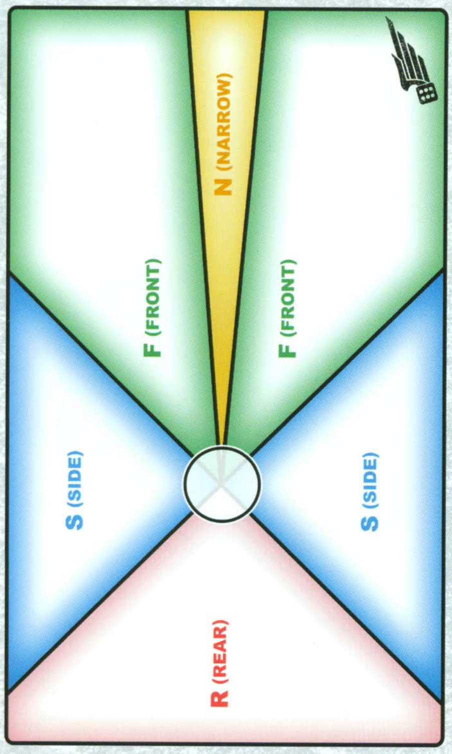
Intel Tokens *(x16)*

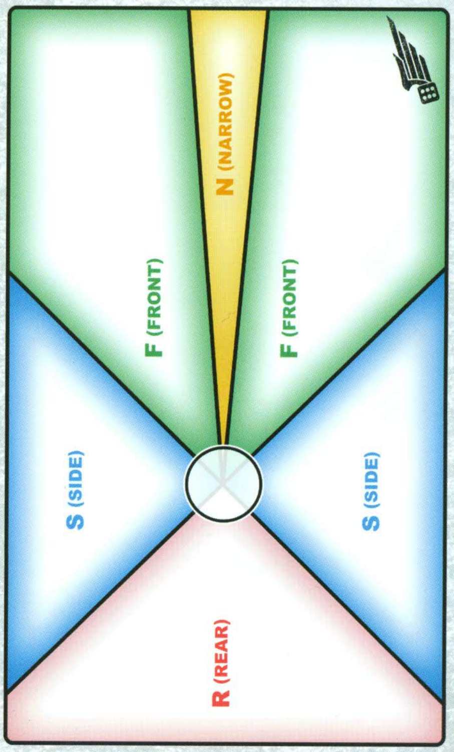
Focal Point Tokens *(x8)*

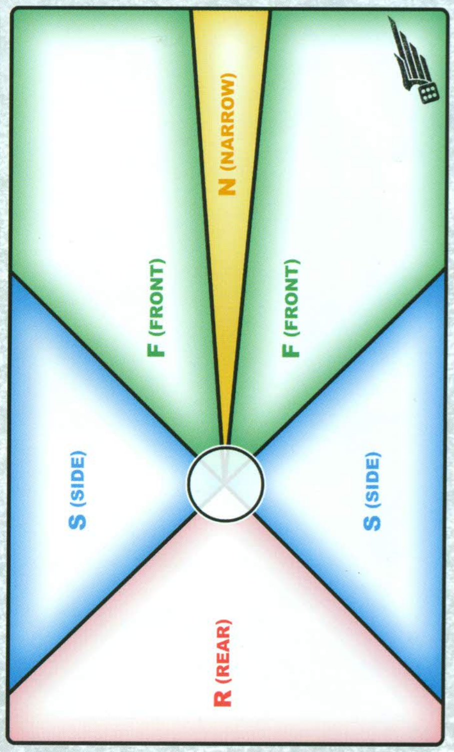

MEDIUM LANDING ZONE
MEDIUM BLAST AREA


LARGE LANDING ZONE
LARGE BLAST AREA


SMALL LANDING ZONE
SMALL BLAST AREA


N (NARROW)
F (FRONT)
F (FRONT)
S (SIDE)
S (SIDE)
R (REAR)


N (NARROW)
F (FRONT)
F (FRONT)
S (SIDE)
S (SIDE)
R (REAR)


N (NARROW)
F (FRONT)
F (FRONT)
S (SIDE)
S (SIDE)
R (REAR)

1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4
5	5	5	5	5	5	10	10
10	10	10	10	20	20	20	20

OBJECTIVE	OBJECTIVE	OBJECTIVE	OBJECTIVE	OBJECTIVE	OBJECTIVE	OBJECTIVE	OBJECTIVE
POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE
POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE	POSSIBLE OBJECTIVE
INTEL	INTEL	INTEL	INTEL	INTEL	INTEL	INTEL	INTEL
INTEL	INTEL	INTEL	INTEL	INTEL	INTEL	INTEL	INTEL
FOCAL POINT	FOCAL POINT	FOCAL POINT	FOCAL POINT	FOCAL POINT	FOCAL POINT	FOCAL POINT	FOCAL POINT